



A FRESH START

The original DuckTales set new TV animation standards for ambitious stories, fantastic settings and rich characters.

Filthy rich. Ridiculously, filthy rich.

Decades later, Scrooge McDuck is still the culture's go-to symbol of unfathomable wealth, even topping a Forbes list of "Richest Characters in Fiction." When BuzzFeed recently ranked the run of Disney Afternoon shows, DuckTales was the obvious and overwhelming choice for #1. All over Europe, the Duck comics continue to sell in astonishing numbers. These are enduring, endearing characters that have never left the global zeitgeist.

In reimagining the series for a new generation we want to build on that revered legacy to create something that taps into the timeless appeal of the world and brings it up to date. We think the best way to accomplish this is by taking the franchise back to its pre-TV, comic book roots.

A NEW SHOW

This reinvention of DuckTales will be an ADVENTURE with COMEDY. Sure, there will be plenty of funny moments that come from character, and there will be broad physical cartoon gags. But top priority will be genuinely thrilling action and cinematic scope, with twists, turns, cliffhangers and a killer climax.

Visually, we're exploring an exciting blend of CG and 2D to create a look unlike anything in series television right now. Not only will this completely update the feel and clearly differentiate the show from the 80's animation style, it will free us up to pursue the globe trotting the series requires, not bound by the typical tight asset limits of CG for TV.

A TIMELESS SETTING

This series is not a fusty period piece set in a specific historical time frame. At But it is also not the modern world where if you get in a jam you can reach in your pocket and order up an Uber ride. Our DuckTales world will be a stylized amalgam of the

era when the original Scrooge and Donald comics were flourishing. There aren't smartphones or iPads or Google Earth to save the day.

We're back in a golden age when exploration and discovery can't be done at a desk. An adventurer has to go forth, braving unknown dangers. Travelling the globe and traversing a variety of terrains presents physical challenges that require a range of vehicles and/or exotic animals.

The contemporary appeal of this approach will come in the energetic sensibility to the filmmaking and modernization of the characterizations. Think of how *The Incredibles* made a vaguely throwback setting feel fresh. Or how *Raiders of the Lost Ark* or the more recent *Mummy* movies played their period details against current attitudes and behaviors.

As part of this retro-cool feel, we won't have recognizably high tech of any sort. Technology in this series will be more about fantastic contraptions. Even something as modern as space travel will have an old school sci-fi vibe. With off kilter geniuses like Gyro Gearloose and Professor Ludwig Von Drake, there will be amazing inventions that push into insane territory.

And the universe of Scrooge McDuck contains epic magic. Entering an ancient tomb can awaken a mummy. The quest for the Golden Fleece will involve creatures from Greek mythology. The nephews could discover a flying carpet or meet the mysterious Menehunes in Hawaii. Fantastic characters, creatures and items won't be in every story, but they will be part of the mix.

Finally, we'll make Duckburg itself a bustling metropolis where stories closer to home can unfold. Our version is closer to Batman's Gotham than the quaint small town of the original series. Sometimes trouble finds our heroes. Scrooge's wealth and stature makes him a constant target of Duckburg's Most Wanted.

CARL BARKS: BACK TO THE ROOTS

Looking back at the work Carl Barks did with Scrooge, Donald and the nephews, there are core elements that can guide this series. In his adventures starring the ducks, Barks had an underlying approach to the heroes and their family dynamic, and he had some signature approaches to story and plotting.

Scrooge McDuck was determined and driven to accumulate (and protect) his vast fortune, but his greed and stubbornness often lead to wrong turns and near disasters. Donald was occasionally tripped up by greed, but he was more often plagued by his hot temper, cowardly nature and persistent laziness.

In the Barks world, the nephews have remnants of the mischief-makers from the Disney shorts, but they emerged as heroes and problem solvers, thanks in large part to the knowledge they get from the Junior Woodchucks Guide. The Junior Woodchuck skills and moral superiority of the nephews triumph over the shortsightedness and greed of adults (heroes and villains). Barks often played a clear role reversal when it comes to parent and child. He got comedy and story out of Scrooge and Donald's respective flaws, with the nephews actively contributing course correction. But a constant for Barks was the principle that parent and child must unite to defeat the villain.

This foundation will serve the series well. The nephews will make mistakes and get in over their heads, but they will be an active and positive force during the adventures. Sometimes their positive impact will have to do with the family bond. Scrooge's greed or Donald's cowardice can be counteracted when the boys are in danger.

In terms of story and plotting, Barks was big on reversals. He was always looking to surprise the audience. Sometimes the surprises were plot twists, but sometimes the whole story area was unexpected. And surprising moments came from the resourcefulness of Scrooge and the nephews when faced with seemingly unbeatable odds. This Barks inspired emphasis on avoiding the predictable will also cater to modern tastes and serve the series well.

If Barks had one guiding principle in his efforts to entertain the audience, it was to mix it up. He pursued variety in terms of locations, treasures and the requisite twists. He also was a firm believer in having characters do surprising things, especially Scrooge and Donald. This is not to say that he had them act out of character for no reason. He put them in situations that forced them to break from their normal behavior. Likewise, he made sure that the nephews were not always successful.

MAIN CHARACTERS: THE FAMILY

In the 80's series, Donald dropped the nephews off with Uncle Scrooge and pretty much disappeared for the whole run. Our version restores the family dynamic that fueled the Barks stories. Huey, Dewey and Louie are the responsibility of an uncle that hasn't, traditionally, been the most responsible of guys.

HUEY, DEWEY & LOUIE

In the Barks Duckiverse, Donald's nephews were virtually a single character, moving in spirited unison and often divvying up one sentence into three bites. We'd like to

recapture what was fun about that approach while being mindful of the need to have individual, distinct personalities to drive stories:

HUEY is impulse. He's the first to jump in to any perilous situation and possibly make it worse. He can't help it. But in the end, Huey's fearlessness is usually just the extra nudge the gang needs to squeeze out of tight spots and escape catastrophe.

DEWEY is intellect. He's the keeper of all knowledge, aka The Junior Woodchuck's guide. While certainly more cautious than his rambunctious brother, he's not a wimp, he'd rather just look at all other options before he leaps.

LOUIE is intuition. He's the soft touch, empathetic to a fault. As such Louie can seem a little random and naïve at times, but he's the heart of the trio with the surest moral compass. And because he's weirdly in tune with flora and fauna (even monsters), Louie can solve problems in intuitive ways that only makes sense to him.

But it's key to the tone of the show that these individual personalities and motivations can and will fold into the whole. In the heat of the action, they're practically a hive mind. Together, these three are a crack action team. We'll have a lot of fun with the boundless energy of three nearly identical characters snapping into action and zipping around with gusto. Their enthusiasm for any task is infectious.

Frequently stoking this enthusiasm is the near mystical power of the Junior Woodchucks. Huey, Dewey and Louie's dedicated membership in that legendary scouting organization will play a part in many stories and no doubt even drive a few. The Woodchucks are more than just a place you go to camp and earn weird merit badges; they are a direct connection to explorers and adventurers of the past. All survival skills and secret knowledge, from the Library of Alexandria forward is somehow in the Junior Woodchuck guide. Occasionally we'll even treat the guide itself like a character, pushing in for fun little flash animated pieces of advice or how-to bits.

SCROOGE McDUCK

Uncle Scrooge is more than a legend; his name itself is universal short hand for unbridled, unrepentant avarice. Ordinarily these would be negative qualities, but somehow Scrooge makes greed fun. Maybe it's his shamelessness. He loves swimming in the gold of his money bin. He can tell you the story of how he acquired every dime, especially his lucky "#1 Dime." He'll go to the ends of the earth for the thinnest promise of expanding his fortune. But somehow we can't help but like the guy. His insane zest for adventure is infectious.

Our Scrooge will be decidedly spryer than his incarnation in the original series. In fact, with the proper monetary motivation he can move like an action hero, more than holding his own against his younger nephew and the boys. He wields his trusty cane like Indiana Jones' whip and his top hat can often hold just the prop they need to get out of a dire situation. He's an explorer, adventurer and can-do captain of industry at the peak of his powers.

As founder and leader of McDuck Industries, there's a hint of Tony Stark in Scrooge's DNA. The corporation can be involved in anything from snack foods to experimental rockets. Handily, with offices worldwide, it gives the gang way stations in their globetrotting. Also, like Stark in the Iron Man movies, Scrooge can make brusque funny.

Barks was enamored with the back-story of how Scrooge built his massive global operation from nothing, a key distinction from some of his ne'er do well antagonists. Scrooge *earned* his great wealth and that makes all the difference in the moral framework that the stories inhabit.

The charm of Scrooge is, for all of his materialistic flaws he's still a family first kind of guy. Well, more like "family in the 3rd act after he's made a lot of big selfish mistakes kind of guy" but still, in the end he does the right thing. We know he'll do the right thing and the fun is in seeing how reluctantly he's drawn into it.

DONALD DUCK

Donald is human frailty manifest in appealing duck form. A volatile mix of bad judgment, short-cut seeking sloth, and above all, hair trigger temper, Donald is one seriously flawed hero. But we love him anyway. As pure id, there's a lot of Donald in all of us, whether we admit it or not.

We see Donald through his relationship with his nephews, and even though he's not exactly Uncle of the Year, he inevitably comes through in the end. That's not to say the series doesn't let Donald be Donald. We'll push his childish behavior as far as we can and still redeem him somewhat by episode's end.

As a jack-of-all-trades master-of-none in the employ of his Uncle Scrooge, Donald is inevitably pulled along on the adventures, which usually means the nephews are in too. We might wonder why a character as undependable as Donald stays employed by the world's richest duck? He's family, and he works cheap.

SUPPORTING CAST

GYRO GEARLOOSE

Gyro is Duckburg's resident inventor and innovator. True, his thinking, like his creations, is more than a bit off-kilter. His mind is in a state of perpetual overdrive, which results in a scattered approach to his work. He might pause in mid-sentence or even mid-syllable, so he can rush off to make an adjustment to a steam engine, reroute a power core or wrap up an experiment that's been running for years.

This mildly mad scientist functions as a consultant to Mr. McDuck and the various departments that make up McDuck Industries. He also serves as Q to McDuck, offering up unorthodox gear for use on an adventure.

EMILY QUACKFASTER

For years, Scrooge struggled to balance the demands of his business and his love of adventure, until Emily Quackfaster shot up the executive ranks of McDuck Industries. The success of every McDuck Industries enterprise depends on Scrooge's instincts, but he finally has someone he trusts to oversee the day-to-day operations. She can practically read Scrooge's mind and finish his sentences when it comes to mapping out a business plan or sizing up an investment. Strangely, his other passion in life, the thrill of adventure, escapes her completely.

We will get to know her first strictly in the business world, grounded in Duckburg. But over the course of the series that will change. Emily will have some fish out of water experiences in exotic and dangerous locales, and she will show abilities that will surprise everyone, including her.

LAUNCHPAD MCQUACK

For his entire life, Launchpad's one and only dream has been to become a pilot. When he bought his own cargo plane, he took off for that first solo flight with high hopes. He immediately went off-course, got hopelessly lost and crashed in the Himalayas. He turned the crashed plane into a waffle house and served up some good eats to the locals. When the nephews meet him during an early adventure, his debilitating fear of flying makes him a most unlikely candidate for Scrooge's go-to pilot.

Through the series, he will develop a knack for flying blind, since he usually has his eyes shut out of fear. He will constantly battle his fears, which are well founded

because he will continue to crashland more than land-land. On the bright side for Scrooge, Launchpad's inadequacies will mean a rock bottom salary.

MRS. BEAKLEY

Between McDuck Industries business ventures and globe trotting treasure hunts, Scrooge and Donald are frequently on the go. Scrooge decided that the nephews needed a caregiver, permanently stationed at the mansion in Duckburg. When Mrs. Beakley arrived, Scrooge was enthusiastic to say the least. This superbly qualified British nanny came with impeccable credentials and at a low, low price. Perfect!

Maybe too perfect. Unlike in the old series where the nanny was just constantly fretting kidnap bait, we will discover that our Mrs. Beakley career has heretofore not been in the childcare field. She is a highly trained espionage operative, working undercover. Why did she plant herself in the McDuck household? And does she report to a friend or a foe? We will learn that her focus is on the nephews. An enormous challenge looms in the future for Huey, Dewey and Louie.

WEBBIGAIL

Webbigail is Mrs. Beakley's daughter, who is the same age as the nephews. Her life so far has been spent at the world's most elite boarding schools and most prestigious academies. Her mother has decided that Webbigail would benefit from exposure to the life in the madhouse that is McDuck mansion. Webby (as the nephews call her, much to her irritation) faces a difficult adjustment. Donald and the nephews are rough around the edges and far from the people she's spent her life around.

Friction and competition with nephews keeps her life exciting. She will learn from them, and they will learn from her. Over time, the kids will form a formidable foursome, a threat to the most diabolical villain.

DUCKWORTH-X3

When Gyro Gearloose pitched his plans for a robo-butler, programmed with the knowledge and abilities of the retiring family butler Duckworth, Scrooge saw a product line that would make McDuck Industries a leader in the robotics field. Between Gyro's oddball technological innovations and Scrooge's penny-pinching budget, the robo-butler program was a bust. Gyro's smart-ificial intelligence chip gave the robo-butler a true learning cyber-brain, but Scrooge's insistence on a cheap memory chip makes it forget a lot. Only the one faulty prototype was ever built, but

Scrooge refused to let the project be a total loss, so he kept the Duckworth-X3 on as his personal butler.

Duckworth-X3 has amazing abilities. His extend-arms can reach from the dining room to the kitchen to get Scrooge a spoon. Unfortunately, it is quite likely to punch through several walls in the process. And, yes the “X3” implies there was an “X1” and an “X2” that got scrapped.

They are bitter. They are unhinged. They will seek revenge.

A FEW NEFARIOUS CHARACTERS

FLINTHEART GLOMGOLD

Flintheart Glomgold is Scrooge McDuck’s dark reflection. Incredibly wealthy and hungry for more, Glomgold will stop at nothing to claim a treasure, seal a deal or flat out swindle a sucker. Like Scrooge, he is clever and driven. Unlike Scrooge, there is no shred of decency in Glomgold. He certainly lacks the positive and human influence that Donald and the nephews provide for Scrooge. What he does have is pure muscle in the form of AJAX, a huge non-verbal gorilla who acts as his bodyguard and henchman.

THE BEAGLE BOYS

Looking back the Barks material, the Beagle Boys were clever and intimidating. We would like to abandon the buffoonish treatment they received in the old television series and return to the original portrayal. If anything, we would like them to be more dangerous and formidable. Their comeuppance can be comical, but during the action we want them as a serious threat.

MAGICA DeSPELL

From her volcanic lair deep within Mount Vesuvius, Magica DeSpell schemes to steal Scrooge’s McDuck’s number one dime, the first profit he ever made. She believes that coin possesses power that has fueled McDuck’s success over the years. He simply cherishes the coin because of sentimental pride. After all, this is a miser who knows the story behind each coin in his vast Money Bin. Whether she is right or not, she will not give up until that dime is in her clutches.

JOHN D. ROCKERDUCK

In the original Barks comics, there was an older Rockerduck, who actually gave sound advice to the young Scrooge McDuck, at the beginning of his career. Years later, McDuck had to contend with the heir to the Rockerduck fortune, John D. Rockerduck. Spoiled and elitist, Rockerduck never had to lift a finger to earn his wealth. Our idea is to make that character even younger (or introduce his son), so we have a Rockerduck who can be an arrogant foil to the nephews.

BLACKBILL BLEAKBEAK

The notorious pirate captain Blackbill Bleakbeak has been the undefeated scourge of the seven seas. Until the first time he crossed paths with Donald Duck. Admittedly, Donald's victory was a mixture of a temper tantrum, surreptitious help from the nephews and Blackbill's overconfidence, but a win is a win. So Blackbill's evil plans are always driven by greed, but a growing hatred of Donald fuels him as well. The deeper into the series we get, the more he will become obsessed with Donald Duck.

THE STORIES

The Scrooge adventures of the Barks era (which has carried on in the contemporary European comics) can be broken down into five broad categories:

GOLD QUEST

Of course, the mere rumor of gold to be gleaned will send Scrooge half way 'round the world. These are the archetypal greed driven stories, but we'll find some new twists and surprises to shine up the classic quest formula.

ARCHEOLOGICAL QUEST

This is where we get into legendary lost treasures and revisit well-known ancient myths. We'll tap into a broad sweep of folklore and legends for amazing locales and fantastic creatures.

EXOTIC QUEST

One of the reasons for setting this series in a golden quasi-nostalgic era is there are still weird pockets of the world left to discover. In these stories, Scrooge and the gang discover strange and exotic lands and cultures.

SCI-FI QUEST

Whether a trip to Mars, or travel back to the dawn of time, Barks created a structure that allowed for occasional way out adventures. We like the looseness that implies when it comes to tapping into every geek tested possibilities for stories.

DUCKBURG QUEST

Finally, we aim to make Duckburg itself an complex enough big city that it can drive plots without ever leaving too far from home. There's a disreputable underground in the city, much of it due to the criminal compulsions of the Beagle Boys, so Scrooge has to keep his guard up at all times.



STORIES

Baron Burstbuckle's Last Treasure

In the frigid North Atlantic Sea, Donald pilots a ship carrying Scrooge and the off-kilter inventor Gyro Gearloose. The mission is to find oil, and Gyro has a new invention that he insists can detect oil anywhere, including at sea. When the contraption points them towards an iceberg, Scrooge scoffs at Gyro's latest creation. After further examination, they find that the invention was right! There is oil inside the engine of a ship that is frozen inside the ice. Not just any ship, this craft belonged to the famous treasure hunter Baron Burstbuckle. Donald and Gyro never heard of him because the Baron dates back to the era of Scrooge's childhood. Donald discovers the Baron's last treasure, still aboard the old ship. Gyro's machine goes nuts again, but they assume that it's still picking up the old ship's engine. Only we see the truth... it's a submarine below them, with Flintheart Glomgold spying on them. Flintheart and his trained gorilla, Ajax, attack. The iceberg is a slippery stage for a battle, and it challenges both sides. Ultimately, the brute strength of Ajax wins out, and Flintheart snatches the treasure, escaping in his submarine.

Back in Duckburg, Scrooge flips through his only prize from the failed mission – the Baron's perfectly preserved journal that they found in the old ship's bridge, containing details of his various treasure hunts. When Scrooge tosses it away, disgusted, Donald catches it and notices something weird about the last entry. The nephews figure out that it was the Baron's next treasure hunt. But he got shipwrecked before he could go. Scrooge bounces off the walls – It's a treasure hunt!

The Baron's sketched out map, complete with cryptic clues takes Scrooge, Donald and the nephews to the South Pacific. Once again, Flintheart is on their collective tails. The two factions battle for possession of the map, jockey for first position on the treasure hunt, brave the island's dangers and fight to claim the cleverly hidden golden idol. The upper hand shifts back and forth with increasing speed, until the dizzying resolution. Glomgold makes off with the idol, leaving Scrooge empty-handed once again.

Or is he? The nephews have been studying the journal all through the journey, and they spotted that this island was actually the site of the Baron's first treasure hunt.

The final journal entry was a trick for greedy competitors. The Baron planned for them to find the idol and leave. Hidden on the island is every treasure from every quest the Baron ever went on. Scrooge and his family have hit the biggest treasure hunter's jackpot of all!

The Pharaoh's Curse

Busy cataloging Scrooge's library of oddities Professor Von Drake runs across an old Egyptian papyrus and can scarcely believe it reveals the secret location of the legendary tomb of the Pharaoh Tahk-et. The Amulet of Tahk-et is the most sought after artifact of Egyptian antiquity, so clearly it must belong in Scrooge's collection. Giddy, Scrooge summons Donald to mount an expedition immediately. But Von Drake warns him that there are also rumors of a curse, which Scrooge poo-poops, disbelieving there could possibly be a downside to possessing a thing of value.

In the Valley of the Kings, Scrooge, Donald and the nephews ride in an old jalopy (new ones were too expensive for Scrooge) out to what should be the location of the tomb. The spot is desolate. But when car's radiator blows, the geyser of water hits the sandy ground and reveals markings that match those on the papyrus. This is it! Donald tries to coerce Huey, Dewey and Louie into doing the digging, but with a sudden BOOM, the car drops through the desert sand, which was actually the ceiling to the tomb.

Now inside the tomb, the guys fire up the torches and creep down the spooky corridors, finding at last the sarcophagus of Tahk-et. Donald is freaked out when they pry it open to reveal the ancient (duck) mummy of the Tahk-et, but Scrooge is only interested in claiming his prize, the amulet around his neck. Gingerly lifting it off, Scrooge is ready to declare victory when the Mummy wakes up! But Scrooge is undaunted; he won't let go. Donald and the boys form a duck chain to pull their treasure mad Uncle back from the scary mummy. Finally, the amulet chain snaps and the guys fall back away from the Mummy. Huey has an idea and jumps into the car, now atop a pile of rubble on the tomb floor. It starts! The gang hops into the car and lead the Mummy on a chase through the dim corridors of the tomb. Finally, they break through a wall and the car soars through the air into a canyon in the desert. They did it! But nobody notices that little strip of linen flapping out of the trunk...

Scrooge heads back to Duckberg with his newfound treasure, while a transportation mix up sends Donald and the nephews on an arctic detour. When Scrooge tells Von Drake of the Mummy, the old professor has bad news: "You took his most precious, he will take yours!" Scrooge, taking no chances, has Gyro Gearloose rig up a ridiculously complicate security system for his precious Number One Dime.

But what the Mummy knows is actually Scrooges most precious treasure is his family. In the arctic, while Donald and the nephews make their way through a

blizzard, something very creepy happens: their travelling trunks (now on dogsleds) begin to open and we see that the Mummy has stowed away in pieces. Reassembled, the Mummy attacks! It's an icy battle for survival, complicated by a white monster in white out conditions. Will Scrooge realize what's really important and arrive just in the nick of time? Well, yeah. But it will be a cool rescue!

The Unseen City of Mount Everlost

In an Indian jungle, Scrooge and a Caliph ride in a howdah atop an elephant, while they engage in a negotiation. Scrooge offers a huge diamond in exchange for an ancient map. The Caliph laughs at Scrooge's gullibility. Nobody believes the legend of the ancient city hidden high atop Everlost, a Himalayan mountain. The map in the Caliph's possession is legitimately ancient, but he dismisses any notion that is accurate. Just after the exchange happens, masked warriors leap onto the howdah, attacking Scrooge and the Caliph. The chaos reaches a fever pitch, and we go to BLACK.

Back in Duckburg, Donald and the nephews are stunned by a delivery from the Caliph. The message informs that Scrooge did not survive the attack. The only thing left is his hat, which is enclosed. Donald reels from the news; McDuck Industries goes into panic mode, but the nephews are suspicious. A thorough investigation of the hat reveals the ancient map. A closer look at the map reveals a hidden message from Scrooge. He's still alive!

Donald and the nephews are off on a quest to the Himalayas to find the legendary Unseen City of Everlost and rescue Uncle Scrooge. The perils of the climb, from avalanches to a Yeti encounter, are nothing compared to the dangers that await them in the Unseen City. The ruler of the city and his masked warriors were only interested in Scrooge as bait. An ancient prophecy demands the capture of "the three who are one." What dark fate is in store for the nephews?

DUCKTALES
PILOT BEATS
McCorkle & Schooley

BAD LADS

SCROOGE bursts into staff inventor GYRO GEARLOOSE'S fantastic R&D lab at Scrooge Industries HQ. He's demanded an upgrade to security and Gyro is excited to demonstrate. He's confident that his new gizmos will keep Scrooge's arch nemesis FLINTHEART GLOMGOLD out. But that's not who Scrooge is worried about. It's his blasted nephews! There's no stopping them. Which cues an ominous RUMBLE, then ROAR as a mecha gold mining suit (Global Ore Locating Device - G.O.L.D.) blasts through the ceiling and we see HUEY, DEWEY and LOUIE crammed together in the suit's cockpit, guilty as sin -- but with no regrets. Until the robot heads right for Scrooge's money bin.

THE AFTERMATH

The chastised boys stand by as Scrooge rouses DONALD from his beloved hammock to fume at him. This time they're paying for the damages! Complicating matters, the nephews are broke, and so is Donald.

They settle on Donald working it off by piloting an experimental seacraft on Scrooge's imminent expedition. The boys perk up considerably at the talk of a treasure hunt. Scrooge is after the legendary Golden Sword of the Colossus. The boys hang on his tale of the sword's purported mystical power. They can work it off too if it means a big adventure!

But after this latest disaster, Scrooge would just as soon bring a rhino along as the rambunctious trio. He's seen enough of the havoc they wreak. No thank you!

The boys protest, but Donald knows there is no way to change Scrooge's mind. The nephews hang their heads, accepting their fate. That is, until the adults exit, then the nephews vow to prove themselves.

Dewey eyes Donald's hammock. He smiles, an idea forming.

THE EXPEDITION BEGINS

Gyro unveils the "ichthytech" SEA CRAFT that Scrooge and Donald will take on the expedition. Donald puffs up, swaggering that he can pilot any ship. No problem. REVEAL the overwhelmingly complicated controls, filling a wall of the bridge with switches, valves and gauges.

They shove off. Obsessed with adventure ahead, Scrooge is oblivious Donald's hopeless improvisation at the controls.

INTRO FLINTHEART GLOMGOLD

High above, we see a sinister SKYCRAFT. Inside, FLINTHEART GLOMGOLD dines on gourmet food, tossing tidbits to his gorilla AJAX. His dogfaced PILOT gives the report that Scrooge McDuck is on the move.

Glomgold orders McDuck's ship to be tracked. Let him do the work and find this latest treasure, whatever it might be. When the time is right, Glomgold will swoop in and claim it.

But Scrooge has already spotted him.

ACTION!

Scrooge orders Donald to engage "hyper-shark-go-mode." Which Donald would if he knew how to do that. As he stalls, up in the clouds, the nephews burst through toward the boat in a paraglider rigged out of Donald's hammock! Glomgold falls back to avoid detection as the nephews soar past, feeling pretty cocky about their plan to stowaway. But just as they grab onto the back of the boat, Donald pulls the right lever and the boat JETS forward, the nephews holding on for dear life. Scrooge looks back, but the massive wake shooting up effectively hides the stowaways. It's a nail biter as the nephews struggle to pull themselves to safety and not get shredded in the craft's whizzing prop.

The boat is long gone when Glomgold tries to track it. When it finally slows, the battered but undaunted nephews flop aboard and regaining their wits, sneak into hiding, moving like little ninjas.

At the same time. Scrooge regains his cocky confidence. With Glomgold off the trail, nothing can go wrong.

The nephews listen in from their hiding place in the cargo hold. Finally, they are right where they yearn to be: headed for adventure.

THE LEGEND OF THE GOLDEN SWORD

Later that night in Scrooge's cabin, he unfurls an ancient MAP. Donald looks for an X or some hint of their destination.

Meanwhile, the boys have snuck out of the hold and spy through a window, watching what happens with the adults and the mysterious map.

Scrooge produces a small iron sculpture of an ancient Greek sailing ship. He places it on the map.

It GLOWS and comes to life. The sails pillow and oars row. They follow its progress across the map. It stops and a SPECTRAL IMAGE OF A CITY appears. That is their destination.

The boys react to the wow moment and almost get discovered.

Scrooge returns his attention to the city. There they will find the sunken city and the legendary GOLDEN SWORD.

THE SUNKEN CITY

They arrive at the location of the ancient sunken city. Diving sequence features the adventurous Scrooge and the reluctant Donald exploring the sunken city's ruins.

Finally, they find it. Donald is dumbfounded. This isn't just a golden sword... it's a GIANT golden sword (about 3X as tall as them). It's clutched in a giant iron fist, poking up from amongst the ruins of a temple.

THE BOYS SCREW UP

As Scrooge and Donald swim back towards the surface with the sword in tow, we linger with that iron fist to see hints of a strange glow (exactly like the little iron ship's glow).

The giant golden sword is pulled up onto the ship. They open the cargo hold to stow it, and the nephews are almost exposed. They try to hide inside the bridge, scrambling to climb into an overhead bin just as Scrooge enters and discovers the stowaways, causing them to lose their footing and tumble out onto the "\$O\$" BUTTON. Scrooge dives to stop them, but he's too late.

On his skycraft, Glomgold fumes that Scrooge slipped away. He could be anywhere in the world. But then...

Back on the boat, the accidentally activated button triggers a LOUD BLARING EMERGENCY ALARM and projects a towering hologram of Scrooge's dollar sign LOGO (Gyro wanted it visible from space so Mr. McDuck's location could be immediately spotted).

Glomgold's skycraft swoops down into position and air drops Ajax the gorilla. The beast's SMASHING rampage damages the stealth tech, and the ship becomes plainly visible. Ajax peels back the steel hatch to the hold and steals the giant sword.

Glomgold taunts Scrooge as the bad guys make off with the stolen sword. Seething, Scrooge turns to face the nephews.

TIME CUT TO the boys in an escape pod. Scrooge still might have a chance to get the sword back.

They don't even try to protest, accepting their fate. The pod is set with an auto-pilot to take them back to Duckburg. He can't have the nephews screwing it up. He pounds the button that shoots them on the journey home.

Donald doesn't see what chance they have to get the sword back. Scrooge maps out a simple plan -- go to Flintheart Glomgold's evil island lair, survive the various deadly traps, battle the hulking gorilla and take back what's mine. Donald is somehow even less convinced, but Scrooge is adamant.

After they take off, we go deep, deep underwater to check with that iron fist... as it COMES TO LIFE and unclenches, fingers flexing. Another fist punches up through the ruins. Turns out the sword was the key to mystical power - when it is taken.

LOW POINT FOR THE BOYS

Back in Duckburg, Gyro tries to cheer the boys up, but they're down. His pep talk plants a seed that will pay off eventually. But for now, they feel like Uncle Scrooge is right -- all they do is wreak havoc.

SCROOGE CONFRONTS GLOMGOLD

At his island lair, Glomgold lovingly caresses the giant sword, which gets a weirded-out reaction from Ajax. Scrooge bursts into the room. He rattles off the list of traps that didn't even slow him down. A beat behind, a singed and battered Donald staggers into the room, obviously the victim of every painful trap.

Scrooge and Glomgold argue over possession of the sword. Then they hear a LOUD SMASH. DRAMATIC REVEAL of the giant iron COLOSSUS as it finishes the destruction of Scrooge's ship and lumbers towards the lair. Gag reaction from Scrooge and Glomgold pointing at each other -- He took it!

Back in Duckburg, Gyro reacts to an alarm that tells him the ship has been destroyed. The boys want to help. Encouraged by the earlier words from Gyro and fueled by their concern for Scrooge and Donald, they take action. They rush past Gyro into his R & D lab.

THE COLOSSUS

The Colossus SMASHES and THRASHES so much that the gorilla flees in terror. Scrooge and Glomgold dodge debris, when Donald gets an idea. Maybe all he wants is his sword. Donald drags it, offering up the hilt. The Colossus reaches down and takes his sword. He majestically holds it aloft. Quiet beat. Was Donald right?

No. It swings that sword causing even more destruction! Things look hopeless, until the G.O.L.D. suit rockets onto the scene. Piloted by the nephews, the robotic suit battles the ancient statue. It's tech versus magic! The Colossus staggers back under the frenetic assault. When it comes to wreaking havoc, a giant statue is not even in the same league as Huey, Dewey and Louie. They rapidly take turns initiating various moves and counter moves.

Scrooge and Donald are like fans at a boxing match, cheering on the boys. Even Glomgold can't help but be impressed.

Using the suit's drill bit arms, the boys punch enough cracks that spider their way across the statue's surface. One final blow makes the iron statue crumble to pieces, the glowing magic evaporating into the air.

Scrooge greedily jumps up and down, crowing the sword is his! The giant sword drops and WA-THUNKS into the ground right in front of him, dangerously close to his privates. That shocks him out of his selfishness, and he regains some presence of mind. He calls up to the lads, offering enthusiastic praise.

A NEW BEGINNING

Back at their humble home in Duckburg, a groggy and exhausted Donald sips coffee while the boys are a chaotic whirlwind making breakfast. The sound of a helicopter startles all of them.

REVEAL a HELICOPTER above their house. Scrooge shouts down as he lowers a rope ladder. He needs help on his next treasure hunt. Donald reacts with exasperation since he's still recovering from the last adventure. Scrooge didn't mean him. He meant the lads. This adventure requires some first rate havoc wreaking! The nephews scramble up the ladder. As the helicopter goes off, it's...

THE END

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

DUCKTALES
"For Demon-strational Purposes"
Premise
By Bob Schooley & Mark McCorkle

THE ISSUE: Huey, Dewey and Louie take offense when they overhear Donald and Scrooge refer to them as "out of control." They're determined to prove their worth, but they cause a disaster that gives them a taste of what the adults deal with.

THE SET-UP

We open at an ancient Sumerian Temple, where SCROOGE and DONALD unload gear from their ATVs. After they venture into the temple, HUEY, DEWEY and LOUIE pop out of hiding. Louie questions what stowing away is supposed to prove. Huey and Dewey remind him of what Scrooge and Donald said. BLUR PAN BACK TO Scrooge Manor, where the adults tell the boys they can't go on the archaeological dig. The boys are disappointed, but when they eavesdrop and hear the adults referring to them as out of control... the kids get pissed. They will prove that they are not trouble magnets that cause disasters wherever they go. Just a beat after their dramatic declaration, Huey wonders if the ancient temple has a secret passage. And they're off...

COMPLICATIONS

Scrooge warns Donald to stick to the treasure chambers. Avoid secret passages at all costs. That's usually where the Sumerians stashed dark and dangerous things. Reluctant adventurer Donald doesn't have to be told twice.

Meanwhile, the nephews find a secret passage and enter just such a chamber of things dark and dangerous. Huey climbs around to monstrous looking statues that face other in threatening poses. Wandering around, Louie finds an ornate STAFF stuck in the floor. Dewey translates some cuneiform tablets. As Dewey says the words out loud, Louie waves the staff around, pretending to be a wizard. From atop the statue, Huey notices that the words and the staff are causing the weird markings on the floor to GLOW. Two horrific spectral figures emerge from the statues and shoot around the chamber, before they fly out the door. Dewey's last bit of translation explains what just happened... They've summoned two ancient DEMONS.

They rush to follow the demons, just as they possess Scrooge and Donald. Possessed, the two adults are out of control, rampaging creatures of destruction. The two demons are enthused to resume their ancient rivalry. From the mouths of Scrooge and Donald, the demons bellow with deep guttural voices as they battle each other, wreaking havoc all around.

Dewey does not think their uncles can survive this mayhem. The demons laugh off this concern, since new mortal hosts are easy enough find.

Okay, it's up to the nephews to fix this.

RESOLUTION

While Dewey translates the cuneiform on more stone tablets, searching for a way to fix this disaster, Huey and Louie struggle to keep the two possessed adults from killing each other and destroying everything around them.

Dewey figures out that these ancient Sumerian demons are... brothers. He pulls in his brothers to come up with a plan. Each boy contributes -- Louie provides the breakthrough. They have to become the thing they swore they would never be... snitches. Huey is horrified. It goes against every fiber of his being. Running with the idea, Dewey searches the tablets for the information they need. The demons are the offspring of a wrathful FIRE DEMON. Now, Huey's onboard, since he will have to create a huge fiery explosion.

Huey sets one of the ATVs to EXPLODE; Dewey rigs the expedition's radio to amplify and distort Louie's voice, and Louie poses as the wrathful demon mother. The boys trick the demons into returning to their imprisonment. Scrooge and Donald are furious at the disaster area around them, but the boys eagerly suggest their own punishment -- they should be immediately sent home. They collapse against each other. They need a break.

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

DUCKTALES
"Death Row Ducks"
Premise

By Bob Schooley & Mark McCorkle

THE ISSUE: Huey and Louie think Dewey's compulsion to over schedule and plan every moment has to stop. They challenge him to be spontaneous. Dewey steps out of his comfort zone and incredibly bad things happen.

THE SET-UP

We open with DEWEY in an ill-fitting prison jumpsuit in a cell with UNCLE SCROOGE, also in prison garb. They're in a cell awaiting execution. How did this come to be?

FLASHBACK TO EARLIER -- Scrooge and the nephews arrive in the nation of Varkonia, which ruled by the pompous, ill-tempered KING VARKO. Scrooge has a business meeting with the king, so he sends the boys off to visit the Varkonian points of interest, consisting mainly of Medieval torture devices. Varkonia has a long history of dark deeds and violent tyrants.

Huey is a little too pumped to check out the various heavily spiked devices of cruelty, and Louie blissfully tags along, misinterpreting the instruments as having benign, even upbeat uses. Dewey slows down the proceedings with his insistence that they plan their activities. Referring to his Varkonian guide book, he figures a clockwise circular pattern will make sure they don't miss anything. Dewey defends himself and his way of thinking, but his brothers won't give up. Finally, Dewey, eager to prove he can too be spontaneous accidentally defaces a statue of the king (literally, he knocks the face off). The boys have to quickly take cover to avoid the Varkonia goon squad. But witnesses offer a description of the outlaw, and SMASH CUT TO: Wanted posters of Dewey plastered everywhere.

COMPLICATIONS

Meanwhile, Scrooge's meeting with the unpleasant King Varko is contentious. The only break comes when Scrooge saves the king from an attempt on his life. This sends palace security into high alert. We follow the evil operative GAROTTE LA STABBE as he eludes the goon squad.

In hiding, Garotte reports his failure to the shadowy organization known as the CHAOS COMMITTEE (Their identities are obscured, but they're basically our rogue's gallery). But the sight of a Dewey wanted poster sparks an idea. He offers his employers a two-for-one special to make up for his failure. He will destroy the king as originally planned, but he'll throw in Scrooge McDuck as a bonus.

When Scrooge reunites with the boys, they hide the truth from him about their disastrous day. They are anxious to get out of the country and back to Duckburgh ASAP, but Scrooge's business will take even longer to wrap up.

Garotte leads the goon squad on a false trail. Just as Scrooge returns to the palace for a ceremonial banquet with the king, the goon squad busts into the nephew's hotel room to arrest the outlaw Dewey, who is now the number one suspect in the attack, thanks to some Garotte planted incriminating evidence. Scrooge and the boys manage to escape the arrest and become fugitives.

When this situation blows up, the king assumes Scrooge was secretly working with his nefarious nephew. We play fugitive beats with Scrooge and the boys, where the boys use being identical to trick the goons. Eventually, Garotte trips them up, so that Scrooge and Dewey are captured. The king decrees that they will both be executed at dawn!

RESOLUTION

The king loves a traditional Varkonian execution, using a Rube Goldberg-esque contraption from Varkonia's Medieval past. Little does he know, Garotte plans to attack him again when all eyes are on McDuck and his nephew.

It's up to Huey and Louie to save the day. And their success requires meticulous planning, heavy reliance on Dewey's guidebook, and clever re-rigging of some ancient torture devices.

After they save their Uncle and brother, they all spot Garotte making his move. Dewey gets his moment in the spotlight, making some quick calculations and launching himself to save the king. Garotte is captured. Dewey and Scrooge are cleared of all charges and hailed as heroes.

DUCKTALES
"Through the Golden Door"
(SCRIPT)
By Mark McCorkle & Bob Schooley

EXT. HIMALAYAS - BHAGIRATHI PEAKS - DAWN

CLOSE on a little RED TENT against a sheer granite rock face.

HUEY peeks out and squints in the rising sun and calls out.

HUEY
Dewey! Louie! Wake up!

PAN to BLUE TENT. DEWEY's head pokes out, sleepy eyed.

DEWEY
Already?

PAN to a GREEN tent. LOUIE groggily stumbles out.

LOUIE
Guys, I had the weirdest dream--

He plummets OS. FAST PULL OUT TO REVEAL the tents are anchored to the sheer cliff face, portable ledge-style, high above the ground.

HUEY
Louie!

Huey grabs a line and jumps out of his tent, Dewey diving after him. Huey grabs Dewey, Dewey grabs Louie and the three dangle way above the ground.

CAMERA PANS way down below to a small base camp of tents on a flat landing. SCROOGE and DONALD are in base camp. Scrooge is hunched over an old map of the mountain, studying it.

SCROOGE
You can stop fretting now, nephew.
The lads were just fine on their
own for the night.

DONALD
But they're just boys, Uncle
Scrooge!

SCROOGE
Bah! They're ready for more than
you think!

Scrooge pulls out his COMPASS over the map, but when he glances down at it he sees the boys swinging above them reflected in the glass.

SCROOGE (CONT'D)
(under his breath)
But maybe not as much as they
think.

DONALD
Say what?

SCROOGE
I said baby we must be close... I
think.

Donald furrows his brow.

DONALD
Baby?

Scrooge yanks the map up and holds it up to block Donald's view of the boys, dangling above, swinging in a chain.

DONALD (CONT'D)
Look!

CLOSE ON MAP - The sun shining through the reveals a hidden icon of a DOOR.

SCROOGE
That's it! The Golden Door! I knew
this was the place! Lucky day!
Lucky day! It's directly up above
us where--

Donald pushes the map aside and his eyes go wide when he sees--

QUICK PUSH in from Donald's POV - The chain of nephews swinging wildly back and forth.

DONALD (O.S.)
BOYS!

Louie, on the bottom of the chain grabs onto one of their dangling climbing ropes.

CLOSE - the belay in the ice above tugs and cracks at the ice. A WALL of SNOW loosens and falls into CAMERA.

ON DONALD - head back, bill open, the avalanche buries him. BEAT. The boys bomb head first into the resulting drift, one after the other. ANOTHER BEAT. Donald's head pops out and he shakes the snow off.

DONALD (CONT'D)
<jowl shaking followed by
intelligible raging>

Scrooge looks up, grinning.

SCROOGE
Lads! You're geniuses!

Donald stops in mid rant, puzzled.

DONALD
They are?

The boys pop their heads out of the snow heap.

THE BOYS
We are?

Scrooge points up. CAMERA CONTINUES UP from his gesture to THE GOLDEN DOOR embedded in the mountain, uncovered from the avalanche. The door's ornately Nepalese in design, notably two columns of abstract bas relief symbols. The sun glints off the brilliant gold, as we:

MATCH CUT TO:

INT. THE ADVENTURERS CLUB - NIGHT

Now the Golden Door shimmers in a spotlight as it is presented on the small stage in the main assembly hall at the ornate, exotica garnished old club. Ducks in formal attire gather around as Scrooge presents his great find to his peers beneath the ornate faceted glass skylight.

SCROOGE
The Golden Door!

CROWD
Oooooo!

SCROOGE
Sought by our esteemed founder
Thaddeus Ganderloon on his last
quest!

Scrooge points his can at an oil painting of a mutton chopped old duck.

In the crowd, a young descendant of that duck takes off his cap and nods somberly.

THADDEUS GANDERLOON III
 My great, great grand pap. That
 door was his obsession... and his
 doom.

His audience, Donald, is more focused on loading up from
 every hors d'oeuvres tray passing by. He stuffs his mouth and
 pockets, fairly oblivious to young Ganderloon.

On stage, Scrooge continues.

SCROOGE
 One hundred years ago, Thaddeus
 Ganderloon departed from this very
 Adventurers Club to find the
 legendary Golden Door. He never
 returned.

Young Ganderloon bows his head, somberly. Donald swipes a
 mushroom puff off his plate.

Scrooge puts a hand on the Golden Door, taps his cane on the
 stage and smiles.

SCROOGE (CONT'D)
 But tonight, Thaddeus Ganderloon's
 mission is accomplished.

The crowd applauds. The nephews are in adorable little
 jackets and bow ties. Donald, having run out of room for his
 hors d'oeuvres hoard, is stuffing more in Louie's pocket.

DONALD
 Hold these for later.

SCROOGE (O.S.)
 Thanks to me grand nephews.

Huey tugs at his tie.

HUEY
 I'm suffocating.

Scrooge looks over his glasses at the boys.

SCROOGE
 (pointedly)
 Thanks to me grand nephews.

Huey hears it this time and reacts.

HUEY
 Hey! That's us!

Scrooge gestures from the stage, waving them in.

SCROOGE
Don't be shy, lads, come on--

Huey ZIPS in next to him. Dewey and Louie come in behind him.

HUEY
Thanks Uncle Scrooge. I'd just like
to say--

DEWEY
Nothing. Say nothing.

HUEY
Why not?

DEWEY
Because when you say things we all
end up in trouble.

LOUIE
That's true, Huey.

SCROOGE
Ladies and Gentleman, the newest
junior members of the Adventurers
Club.

HUEY
Junior?

Dewey slaps his hand over Huey's bill. Huey pulls it away.

HUEY (CONT'D)
We're ready to be full fledged
members right NOW. Tonight. What do
we have to sign?

Dewey and Louie slap their foreheads.

DEWEY
He's going to get us thrown out.

SCROOGE
It's grand you feel ready, Huey.
But there is no substitute for a
wee bit more experience!

GLOMGOLD (O.S.)
You mean luck.

Scrooge shades his eyes and scans the crowd.

SCROOGE
Flintheart Glomgold. You made it!

GLOMGOLD, Scrooge's slimy arch-rival, lurks in the shadows.

GLOMGOLD
Wouldn't miss this moment of
triumph for the clan McDuck.

SCROOGE (O.C.)
I know you've spent your best years
searching, searching, searching
for the Golden Door. And look, here
it is! Owned by me!

Glomgold glares at Huey, Dewey and Louie mingling in the crowd. Mutters to himself.

GLOMGOLD
Bested by three little shrimps. No
matter. Finders aren't *necessarily*
keepers.

He turns with a flourish and makes his exit, swiping a tray of hors d'oeuvres right out from under Donald's grab.

DONALD
Hey!

Huey, Dewey and Louie watch the door swing shut.

HUEY
We've gotta follow Glomgold.

DEWEY
What did I say about saying things,
Huey?

LOUIE
Why would we follow Uncle Scrooge's
arch rival? He's creepy and he
smells like cabbage.

Dewey shakes his head ruefully.

DEWEY
I don't think that's cabbage.

HUEY
Because that's what a full fledged
member of the Adventurer Club would
do.

Dewey looks around.

DEWEY

I don't see any actual full fledged
members following Glomgold.

Huey's had enough of Dewey's logic. He grabs him and pulls
him out the door.

HUEY

Come on, we're going to lose him.

Louie runs behind, down the GRAND STAIRCASE to the lobby.

LOUIE

Wait, what are we doing again?

EXT. ADVENTURERS CLUB - NIGHT

GLOMGOLD slips out the front door of the grand Victorian
building. He flips up his coat collar and walks toward
CAMERA, turning back to the door, paranoid, as it shuts. As
soon as he continues on, the door cracks and the Nephews tip-
toe out. All is quiet suspense.

They dodge in and out of shadows, tailing Glomgold as he
walks around the perimeter of the building, making the
Nephews hide behind statues and planters with each nervous
backward glance.

Glomgold disappears around the corner to the rear of the
building. Huey points to a BANANA PEEL on the ground.

FROM HUEY'S POV - peering around the building to see Glomgold
approach AJAX, his hulking gorilla henchman, eating a BANANA
below the FIRE ESCAPE.

GLOMGOLD

Do it.

AJAX

<AGREEMENT GRUNT>

The Nephews press against the building as Glomgold sweeps
past. As soon as he clears, they race around the corner as
the fire escape ladder is already raising and Ajax is a
flight up.

HUEY

Follow him!

Huey leaps to grab the low rung, but he's too small to weigh
it down until his brothers grab onto him. They scurry up.

DEWEY
Now we're following a gorilla?
We're in too deep Huey!

They run up the steps.

LOUIE
What if we catch him?

HUEY
Of course we'll catch him.

At the top of the fire escape, Ajax rips the fire door off its hinges and tosses it down. It falls past the boys a flight below.

DEWEY
Good plan.

They hear SCREAMS coming from inside the club.

HUEY
This is our chance to shine, guys.

DEWEY
Or die.

LOUIE
"Shine or die." That's a good motto.

INT. ADVENTURERS CLUB - CONTINUOUS

Ajax strikes a fierce pose in front of the Golden Door. Scrooge whacks at him with his cane.

SCROOGE
This is a private club!

Ajax grabs the end of the cane and flings him into the crowd, next to Donald.

DONALD
We gotta get the boys and scram!
(looks around)
Boys?

ON AJAX - The boys are swarming over him, punching uselessly as he moves in on the door.

HUEY
We found that door and Glomgold can't have it!

They dodge as Ajax punches at them. Each punch hits a different arcane symbol carved into the door, which subsequently GLOWS. An otherworldly HUM signals something strange is happening.

DEWEY

Um... Does anyone else hear--

The entire door GLOWS... and the BOYS FALL INTO IT!

Donald lunges to save them.

DONALD

Nooo!

But the door returns to normal and he just painfully bounces off. The boys are gone! But where? Even Ajax looks confused.

Scrooge stands before the door, confused.

SCROOGE

Where'd the lads go?

CUT TO:

EXT. ALIEN WORLD - DAY

The boys tumble out of the glowing portal and the door reverts to solid. They fall into a pile and as they painfully untangle themselves, gradually take in the location.

LOUIE

Ow.

DEWEY

Does anyone else feel like they
were just shot out of a cannon?

Huey stares up at two suns and a ringed planet looming above. The beauty shot of the little guys in this fantastic environment, which looks kinda like an undersea kelp forest and coral reef (without the water) confirms it: they're on an alien planet!

HUEY

Guys... Things just got weird.

FADE OUT.

END ACT ONE

ACT TWO

EXT. ALIEN WORLD - DAY

HUEY & LOUIE look around at the alien world, while Dewey whips out an old BOOK and flips through it.

DEWEY

Better check the guide. Here we go... alien worlds.

LOUIE

Are you guys sure we're really on another planet?

Huey points to the two suns and ringed planet.

HUEY

There's two suns and whatever that is.

LOUIE

Moon?

HUEY

Not our moon! I think we can go with alien world.

DEWEY

(reading)

The Junior Woodchuck Guide can prepare you for almost every conceivable scenario.

LOUIE

That's a relief.

DEWEY

Except sudden teleportation to an alien world.

HUEY

Aw, c'mon.

DEWEY

The universe is infinite...

INSERT - JUNIOR WOODCHUCK GUIDE - Stylized graphic treatment illustrates what Dewey reads. A plant POPS onto the screen.

CAMERA PULLS BACK FAST as many more PLANETS (wide range of colors and types. Rings, no rings. Fire, ice, etc.) appear, filling the screen.

DEWEY (CONT'D)
... so there are just too many possibilities to cover.

It settles back to one planet (the color matches the planet they are on).

DEWEY (CONT'D)
Here are a few basics. Are you breathing?

BACK ON DEWEY & LOUIE - Louie takes a deep breath.

LOUIE
<inhales> Yes.

DEWEY
Excellent. That means you're dealing with an oxygen rich atmosphere and most likely will not die of asphyxiation.

LOUIE
Most likely?

While Louie peers over Dewey's shoulder, Huey curiously approaches a weird fluttering plant.

DEWEY
Stay alert, Junior Woodchuck. If you can breath, so can other life forms.

Dewey looks up from the guide.

DEWEY (CONT'D)
Aliens.

LOUIE
(building excitement)
We are going to meet an alien!

DEWEY
Don't jinx it!

HUEY (O.S.)
Found one!

WHIP PAN TO Huey at that fluttering plant as an oversized MANTIS SHRIMP CREATURE skitters from within the plant.

MANTIS SHRIMP
<weird chittering>

It approaches Huey, who cocks his fists, ready for a fight.

HUEY
We gonna do this? Alright.

LOUIE
This is first contact with an alien
species.

HUEY
Oh, I plan to make contact.

LOUIE
Let me handle this.

Louie cautiously moves closer to the Mantis Shrimp. He fishes
a mushroom puff out of his pocket and tosses it.

LOUIE (CONT'D)
Here ya go.

MANTIS SHRIMP
<chomp and swallow>

LOUIE
(to Huey)
See it's not always about punching.

Then the creature shoots its front leg forward for a
lightning fast PUNCH that makes Huey double over. Another
mushroom puff flies out of this pocket, and the creature
snatches it out of the air.

LOUIE (CONT'D)
<Ooof>

MANTIS SHRIMP
<chomp and swallow>

Huey steps in and lands a punch that sends the creature
flying backwards.

HUEY
<effort> Wanna not punch my
brother, please?

Dewey furiously leafs ahead in the guide.

DEWEY
(reading fast)
How-to-fight-hostile-aliens. First-
assess-the-

Huey swipes the book from Dewey. Just as the angry Mantis Shrimp charges back at him, Huey WALLOPS the creature with the book. The creature tumbles off.

HUEY
That book does come in handy.

Huey hands the book back to Dewey.

HUEY (CONT'D)
Don't suppose there's anything in
the Guide about the Golden Door?

Dewey stashes the book back in his pocket, shaking his head.

DEWEY
Nope. That was the first thing I
looked up before we even went on
the expedition.

Louie crawls onto the prone door, knocks on it and puts his ear to it.

LOUIE
Uncle Donald! Uncle Scrooge! You
guys in there?

Huey points up in the sky.

HUEY
Look at that!

REVEAL THE SKYSHARK - A sleek, brightly colored shark... that flies through the atmosphere (instead of swimming).

LOUIE is still trying to communicate through the door.

LOUIE
Seriously, if somebody could open
the door that would help us a lot.

Huey and Dewey stare up at the Skyshark.

DEWEY
Wow.

Huey thumps his chest with pride.

HUEY

Alien spotter. Two for two on the day.

DEWEY

Oh no...

LOUIE is still on the door. He fishes a MUSHROOM PUFF out of his tuxedo jacket pocket and waves it around.

LOUIE

Uncle Donald, I've got a mushroom puff.

He is oblivious to the SHADOW of the approaching Skyshark. It swoops down, filling the frame and obscuring our view of Louie. It CHOMPS!

DEWEY

Louie!

The Skyshark flies out of frame to REVEAL Louie is still there, but --

LOUIE

Hey! What happened to the mushroom puff?

HUEY

The same thing that's gonna happen to you!

Huey dives at his brother tackling him off the Golden Door, just before the Skyshark makes another attack run. This time, it gets the entire Golden Door in its mouth.

THE BOYS are tiny figures on the ground as the Skyshark flies away with their only way home.

INT. ADVENTURERS CLUB - NIGHT

FAVOR AJAX - With the Golden Door under one arm, he climbs up the wall of the cavernous room, using the various wall-mounted ARTIFACTS for hand holds and foot holds.

AJAX

<effort sounds>

DONALD looks to Scrooge.

DONALD

What do we do? The boys are inside
that door... HOW ARE THE BOYS
INSIDE A DOOR?

SCROOGE

There's more to the Golden Door
than anyone knows.
(under his breath)
I was a blasted fool to show it
off.

Scrooge brightens at the sight of --

AN ORNITHOPTER - It's an antique, pedal-powered contraption
with a helicopter style blade.

Scrooge leaps onto it and furiously pedals.

AJAX continues his climb, but he suddenly spots the flying
machine ZOOMING right at him, with an angry Scrooge glaring.

ON THE SKYLIGHT - Ajax SMASHES it open, then he backhands
Scrooge with enough force to send the ornithopter into a
tailspin. Ajax scrambles out onto the roof.

THE ORNITHOPTER bears down on Donald.

DONALD

<scream>

At the last moment, Scrooge regains control, pulls out of the
dive and scoops Donald onto the handlebars.

SCROOGE

Brave lad! Volunteering to join the
chase!

DONALD

(terrified)
Uh-huh.

The Ornithopter gains altitude fast, shooting out through the
skylight.

EXT. ADVENTURERS CLUB - NIGHT

The Ornithopter zooms across the sky. Scrooge and Donald look
around for Ajax.

SCROOGE

A beast that big cannot just
vanish.

Donald looks back and goes wide-eyed.

DONALD
He didn't.

REVEAL Ajax, still holding the Golden Door, hanging from a cable. CAMERA MOVES UP THE CABLE TO A SINISTER HELICOPTER.

INSERT - Glomgold pilots the chopper and offers a mocking salute.

SCROOGE pedals harder than ever to give chase, while Donald hangs on for dear life.

SCROOGE
The Golden Door belongs to me,
Flintheart Glomgold!

It seems impossible, but the pedal-powered ornithopter is actually catching up!

SCROOGE (CONT'D)
Donald, nephew, it's up to you.

DONALD
Excuse me?

SCROOGE
You've got to grab for that door!
Think of the lads.

DONALD
Okay-okay.

Donald tentatively manages to stand on the handlebars. He's wobbling, but he finds his balance.

The Ornithopter gets close enough that, much to Ajax's surprise, Donald makes a successful grab.

DONALD (CONT'D)
<effort> I did it!

AJAX
<evil chuckle>

Ajax gives the door the a small shake...

DONALD plummets!

DONALD
<falling scream>

SCROOGE steers the contraption to catch Donald.

DONALD (CONT'D)
<impact oof>

They hover as they watch --

THE SINISTER HELICOPTER disappear into the night. Off Scrooge and Donald's defeat:

EXT. ALIEN WORLD - SUNSET

In the long shadows of the multiple sunsets, the breathless boys chase the Skyshark, flying high in the sky above them.

THE BOYS
<collective panting for air>

The Skyshark flies up the side of a huge MOUNTAIN.

The boys slow to a stop.

DEWEY
It's hopeless.

HUEY
We rest up and recharge. Then we track that thing.

LOUIE
It's big, so it'll be easy to spot.

MANTIS SHRIMP (O.S.)
<snarl>

They turn to see --

The Mantis Shrimp. It looks angry.

HUEY
You again. Dewey, give me the Woodchuck guide.

DEWEY
Might not be so easy this time.

REVEAL there are many more MANTIS SHRIMP CREATURES, circling the boys like a wolf pack closing in on its prey.

LOUIE
Are they mad?

GANDERLOON (O.S.)
Yesireee!

A strange figure drops down from above and swings a TORCH to hold the beasts at bay.

GANDERLOON (CONT'D)
Mad and hungry. Nasty combination.

LOUIE
This alien talks!

GANDERLOON
Back! Back!

HUEY
Wait a minute--

GANDERLOON
I'm no alien!

HUEY
He's no alien!

DEWEY
He's--

GANDERLOON
Thaddeus Ganderloon!

DEWEY
Aw, I was going to say that.

LOUIE
The missing adventurer?

GANDERLOON
Did the club send you? Finally!

HUEY
Well... sort of. We're not full
fledged--

STRIKE! The Mantis Shrimp try another attack, but he whips that torch around like a fire dancer.

GANDERLOON
Best get you fellas to my place.
It'll be nightfall soon. No time to
be out in the open.

THE BOYS exchange baffled looks.

EXT. CORAL SPIRES - SUNSET

PUSH IN on a grouping of colorful, coral spires (a couple of stories high). We see that one spire has a CAVE.

GANDERLOON (O.S.)
You like it!

INT. GANDERLOON'S CAVE - CONTINUOUS

It's a cave. That's it. No furniture. No belongings. Just a cave. Ganderloon beams with pride.

GANDERLOON
Took me ten years to carve this.
It's a foyer. That's French.

LOUIE
And the rest of your home is...

GANDERLOON
This is it. Took the spit out of me
to carve this. Gotta conserve my
energy for survival.

DEWEY
So you came through the Golden
Door?

GANDERLOON
Bit of a happy accident. But I'd do
it again. This is an adventurer's
paradise.

DEWEY
Because of the hostile aliens?

GANDERLOON
Not just them. The terrain is
fraught with danger too. But, yeah,
the aliens are the main attraction.

He holds up his handmade hook hand and wiggles it.

GANDERLOON (CONT'D)
Them shrimp did this.
(tapping his peg leg)
And the Skyshark couldn't resist a
nibble.

DEWEY
You've been here all these years.

GANDERLOON
That's the best part. You don't age
here. I look as good as the day I
fell through that door.

He strikes a pose, as if showing how good looking he is.

HUEY
(completely fake)
Cool.

Huey tugs his brothers into a huddle.

HUEY (CONT'D)
(hushed)
We gotta get home.

DEWEY
(hushed)
Like now.

LOUIE
(hushed)
Maybe Ganderloon can help.

REVEAL Ganderloon in the huddle with them.

GANDERLOON
(hushed)
Of course he can!
(full volume)
Do I smell mushroom puffs?

Louie fishes a handful out of his pocket. Ganderloon swipes a handful.

GANDERLOON (CONT'D)
Thanks!

Louie snatches one back.

LOUIE
Hey! Those are Uncle Donald's
favorite. Gotta save at least one
for him.

He looks a little sad as he stuffs it back into his pocket.

GANDERLOON
(mouthful)
They haven't changed the recipe.
Look you boys wanna get home. You
need that Golden Door.

DEWEY

We know.

GANDERLOON

(mouthful)

And you'll need to hit the symbols
in just the right order.

DEWEY

We know-- Hold up. What?

GANDERLOON

(mouthful)

The symbols. It's like an ancient
code. You hit the right ones in the
right order. They glow. You go.

HUEY

Through the door?

DEWEY

Yeah! When that big ape was
punching at us, he accidentally hit
the code.

HUEY

So this is all banana breath's
fault.

LOUIE

Mr. Ganderloon, do you remember the
order?

Ganderloon starts to rubs his chin, but uses his hook.

GANDERLOON

Let's see-- Ow! Let's see, first it
was the symbol that looks like a
thunderbolt, then the squiggly
one... Nope, the squiggly thing
wasn't one of the symbols. That was
something I found living in my ear.

DEWEY

<disgusted reaction>

GANDERLOON

Can't remember. Been too many
years. But you seem like bright
boys, you'll crack the code.

LOUIE

(not at all confident)

Right after we find the door.

Huey pats his brother on the back.

HUEY
We'll set out first thing in the morning. We're adventurers. We can do this.

LOUIE
Not full fledged though!

CUT TO:

EXT. GANDERLOON'S CAVE - NIGHT

ESTABLISH THE CAVE MOUTH - The eerie sounds of the planet's strange and vicious creatures echo through the night.

INT. GANDERLOON'S CAVE - CONTINUOUS

PAN ALONG the boys, uncomfortably curled up with their jackets tightly wrapped around for warmth, as they fitfully sleep. Suddenly, the world goes SUPER-BRIGHT.

THE BOYS
<startled reaction>

LOUIE
There is no way that was a full night.

HUEY
It was like forty minutes tops.

DEWEY
Must be the multiple suns.

GANDERLOON
Yep. It's for the best though. With all the predators, you don't want it dark for too long.

Huey stands, looking determined.

HUEY
Right. We hafta scale that mountain.

DEWEY
Mountains we know we can handle.

GANDERLOON

You are going to love her. She's
more fun than any mountain back on
Earth.

DEWEY

(with dread)

And why is that?

Ganderloon points at the mountain.

GANDERLOON

Just take a look...

ANGLE ON THE MOUNTAIN then a SUPER FAST PUSH IN on a FISSURE
that BLASTS a steaming GEYSER of gaseous GREEN STEAM.

GANDERLOON (CONT'D)

That noxious gas is hotter than a
furnace.

BACK ON GANDERLOON and the boys. He points to his rear, which
is missing feathers.

GANDERLOON (CONT'D)

Nearly burned my tail off.

HUEY

Actually, it completely burned your
tail off.

Ganderloon gives him a deadpan glare.

GANDERLOON

You don't break bad news so good,
do you kid?

Dewey squints as he looks up and down the mountain.

DEWEY

Wait... those gas geysers--

GANDERLOON

Cover the entire mountain. Hard to
avoid them, especially if you're
busy tryin' to not get eaten by
Skyshark.

HUEY

That flying thing--

GANDERLOON

Circles the peak most of the time.
Makes the climb interesting.

LOUIE
(trying to be positive)
At least we know what we're getting
into.

The boys take a collective deep breath and head off.

EXT. GLOMGOLD'S MANSION - NIGHT

The ornithopter lands near the iron gates that surround
Glomgold's ominous mansion.

Scrooge leaps off, grinning.

SCROOGE
Good news for us. Glomgold's island
lair is almost impenetrable. But
his mansion here in Duckburg has
barely any security.

DONALD
That is good news.

SCROOGE
Aye. Just the electrified gates,
guard dogs and a piranha filled
moat.

DONALD
(sarcastically)
Easy-peasy.

Oblivious to the sarcasm, Scrooge back slaps him.

SCROOGE
That's the spirit.

INT. GLOMGOLD'S MANSION - LATER

Glomgold buffs a smudge off the Golden Door.

GLOMGOLD
I wish I could see the look on
McDuck's face.

AJAX
<gloating chuckle, then chomp>

Ajax takes in a whole bunch of bananas in one chomp.

SCROOGE (O.S.)
Your wish...

REVEAL Scrooge striking a bold pose, brandishing his cane like a weapon.

SCROOGE (CONT'D)
... has been granted.

Startled, Ajax spits out the peels.

AJAX
<big, messy spit>

GLOMGOLD
McDuck!

Glomgold and Ajax cock their heads at the sight of --

DONALD - Visibly singed, he still crackles with ELECTRICITY, and he has a GUARD DOG clamped onto his leg and several PIRANHA tenaciously biting his arm.

DONALD
<quick tantrum sounds>

Donald's mini-freak out shakes off the animals, then Ajax grabs him.

DONALD (CONT'D)
<squeezed pain sound>

AJAX
<growl>

Off this moment of menace:

FADE OUT.

ACT THREE

EXT. ALIEN MOUNTAIN - DAY

START WIDE to take in the scale of the mountain. We see three tiny figures about halfway up the mountainside.

HUEY is in the highest position. He gets a solid hand hold and foothold, then he reaches down, extending his bow tie to Dewey, who in turn holds his bow tie down to Louie. With that teamwork, all three boys get to equal footing.

ON THE GROUND BELOW - Ganderloon enthusiastically waves.

GANDERLOON
You're doing great, fellas!

BACK ON THE BOYS - a RUMBLE makes their eyes go wide.

LOUIE
Here comes another one.

DEWEY
Sounds like it's--

LOUIE
FEET UP!

They pull their feet up just in time to avoid a GAS BLAST right below them!

INT. GLOMGOLD'S MANSION - CONTINUOUS

Scrooge whips his cane around like a martial artist with a bo, striking and blocking Glomdgold's cane, which has a sword blade poking out of it.

SCROOGE
Flintheart Glomgold, you are a thief. <effort>

GLOMGOLD
Agreed. <effort>

SCROOGE
And a villain. <effort>

GLOMGOLD
Agreed. <effort>

SCROOGE
And you shall never win! <effort>

GLOMGOLD
<effort> There we differ, McDuck.
Let's ask your nephew his opinion
on the matter.

Scrooge sneaks a look over at --

DONALD getting repeatedly WHAMMED back and forth by Ajax, who
is not even exerting himself.

DONALD
<Ow. Ow. Ow. Ow. Ow.>

Off Scrooge's frustrated face:

EXT. ALIEN MOUNTAIN - DAY

CLOSE ON HUEY'S HAND as it reaches up and grabs onto a rocky
outcropping.

HUEY
<effort>

PULL BACK as he tugs himself up onto the outcropping. His two
brother's are close behind.

DEWEY
<effort>

LOUIE
<effort>

HUEY
Okay, guys...

REVEAL the Golden Door, wedged in a crevice.

HUEY (CONT'D)
We need that combination.

Huey rushes up to the door and starts pounding.

HUEY (CONT'D)
Glomgold's gorilla hit it at least
five times.

Huey starts pounding at the symbols. Some GLOW, some do not.
Dewey pushes in between his brothers.

DEWEY
It was exactly five.

PUSH IN on Dewey as he concentrates and closes his eyes --

DEWEY'S MEMORY - REPLAY of Ajax punching at the symbols making them GLOW.

BACK IN REALITY He presses the three he remembers. They GLOW. His brothers look hopeful. He closes his eyes again.

DEWEY'S MEMORY - He only sees Ajax's fist, not which symbols.

DEWEY (CONT'D)
No good. I never saw the last two.
Waitamminute!

Suddenly, Dewey starts SNIFFING at the other symbols.

HUEY
He's lost it.

DEWEY
Have not. Just have to stop and
smell the bananas.

LOUIE
He really has lost it.

DEWEY
No, listen! The gorilla squeezed
those bananas with his right fist.

LOUIE
The same fist he used to pound the
door!

Huey stares up at something above them.

HUEY
Guys... New problem.

REVEAL THE SKYSHARK approaching... FAST!

They dive out of the way, and it slams into the door, knocking it over. The door starts to slide away from them, and the boys have no choice but to leap on it.

Huey, Dewey and Louie ride the door down the steep mountainside like a toboggan.

Their timing is perfect, and they just miss a geyser blast.

THE BOYS
<shared sigh>

Still zooming down the mountainside, they hit another fissure, just as its GEYSER BLASTS! The Golden Door can withstand the punishing blast, but the force sends them up into the air.

THE BOYS (CONT'D)
<scream, then oof>

They WHAM back down hard, and Dewey loses his grip.

DEWEY
<whooooa>

Louie manages to grab Dewey before he tumbles off.

LOUIE
<grab effort>

HUEY
<steering efforts>

Huey struggles to steer, then the other two pitch in. It takes the combined effort of all three boys to dodge the next few geyser blasts.

Perched atop a corral-like spire, Ganderloon cheers them on. In his enthusiasm, he finally shakes off the Mantis Shrimp.

GANDERLOON
Yay!

Then the Skyshark swoops through frame, gobbling him in one bite.

THE BOYS have their hands full, but they still react with HORRIFIED LOOKS at what just happened.

Then the Skyshark swoops by, and Ganderloon pries the mouth open to continue cheering them on.

GANDERLOON (CONT'D)
Keep up the good work! You're almost at the bottom!

THE BOYS look ahead. Sure enough --

THE BOYS' POV - The foot of the mountain is coming up fast. Unfortunately, the Mantis shrimp monsters converge, ready to attack as soon as the runaway door is in range.

BACK ON THE BOYS - Huey and Louie look to their brother.

HUEY

Remember our motto: Shine or die!

LOUIE

I'd really like to work on a
different motto.

Dewey does one final SNIFF, then hits the sequence again. 1-2-3-4... 5! He hit the right code!

Just before impact with the monsters, the Golden Door GLOWS, and they go through. The Golden Door slides into the attacking monsters.

INT. GLOMGOLD'S MANSION - CONTINUOUS

They emerge from the door in Glomgold's lair and take in the chaos. First, they spot Scrooge in mid-duel with Glomgold.

HUEY

Uncle Scrooge is winning!

Then they spot Donald, who is being wrung like a wet towel by Ajax.

DEWEY

Uncle Donald is not.

HUEY

(gets an idea)

Dewey, hit that code again. Louie,
give that last mushroom puff.

Dewey hits the symbols, making them GLOW. Louie tosses the mushroom puff to Huey.

LOUIE

But I was saving it for Uncle
Donald.

HUEY

I know. Good call.

Huey whips it at Ajax and Donald. It SPLATS on Ajax's forehead.

THE DOOR GLOWS and opens... the MANTIS SHRIMP charge out, swarming Ajax.

AJAX

<freaked out sounds>

MANTIS SHRIMP
<vicious snarling>

The boys tug Donald out of the way.

GLOMGOLD pauses in mid-duel, stunned.

GLOMGOLD
So it's not just a Golden Door?

SCROOGE
Bright as a new penny, you are.

Scrooge takes the opportunity to strike two quick blows. The first disarms Glomgold. The second knocks Glomgold out.

Donald and the boys carry the Golden Door and charge off.

HUEY
Hurry up, Uncle Scrooge.

SCROOGE
Right behind you, lads.

As they make their escape:

EXT. MONEY BIN - DAY

ESTABLISHING SHOT OF THE ICONIC MONEY BIN.

INT. MONEY BIN - CONTINUOUS

We take in the vastness of the MONEY BIN and its treasures, then we settle on Scrooge, Donald, Huey, Dewey and Louie standing around the Golden Door, which stands upright.

SCROOGE
There's not a safer place on Earth
than me money bin.

DONALD
Can't believe you boys went to an
alien world.

LOUIE
I almost got eaten.

HUEY
It was pretty cool. Except for the
"almost eaten" part.

DEWEY

Who would make a portal to an alien world?

SCROOGE

A mystery for another day, lads.
For now, I'm just happy you're back.

Donald shoots Scrooge a nasty look.

DONALD

And safe.

SCROOGE

Donald, let me tell you, these young adventurers are ready--

HUEY

To go home.

LOUIE

Please.

DEWEY

We're beat.

SCROOGE

Fair enough.

As they walk away from the Golden Door...

INT. SCROOGE'S STUDY - NIGHT

It's late at night. Scrooge's study is dark, except for the last glow of the fading fire in the fireplace.

Scrooge leans against the mantle, staring into the embers. A craggy voice offers, "To survive the ordeal of the Golden Door... at such a young age."

Scrooge nods, but doesn't answer. The voice insists that the lads must be the ones...

Scrooge finally turns to answer, and we see that the other person is in fact a GHOST, wearing ancient Scottish garb.

GHOST

Castle McDuck has been cursed for too long. The dark hold upon our ancestral home--

SCROOGE
(finishing the thought)
Must be broken. Aye, I know.

GHOST
And I'm telling you, those lads...
The prophecy is about them. "The
three that is one shall enter the
tomb..."

SCROOGE
"The three that is one shall face
the doom."

GHOST
It is those three. I know it! And
you do too.

SCROOGE
I know that I "faced the doom" and
I barely escaped with my life. And
when you faced it--

GHOST
I fared even worse.

SCROOGE
Exactly. We need to be sure the
lads are ready. And that's up to
me.

The ghost drifts back to Scrooge's side. On this mysterious
note, we...

FADE OUT.

DUCKTALES

"The Curse of the Golden Dragon"

Story by

Mark McCorkle & Bob Schooley

June 13, 2014

DUCKTALES
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INT. HONG KONG SHOP - NIGHT

In a dark and cramped antiques shop, SCROOGE MCDUCK carefully opens an ancient Chinese box and smiles at what he sees inside (We don't get to see the mysterious contents yet). The SHOPKEEPER presumes he has the upper hand, but Scrooge's rapid-fire negotiation, leaves the poor guy with his head spinning, taking half price and throwing in a KITE.

EXT. HONG KONG MARKET - CONTINUOUS

Thrilled with his new acquisition, Scrooge smugly steps into the Hong Kong night... and is promptly attacked by a hulking GORILLA. It's AJAX the hench-ape of Scrooge's arch enemy FLINTHEART GLOMGOLD. Flintheart steals the box, and he and his gorilla take off in his car. Now the shopkeeper gets his turn, forcing Scrooge to pay extra for an old BICYCLE.

It's a chase through the night market, up and down the hilly streets. Possession of the box goes back and forth between Scrooge and Flintheart. Both vehicles (not to mention the surrounding city) get increasingly trashed. The sequence climaxes at the docks, where Scrooge ends up airborne with the box, using the kite to glide just enough to scramble onto the stern of his yacht. Scrooge beams. Glomgold steams. And we transition to:

INT. MCDUCK MANOR DINING ROOM - EVENING

HUEY, DEWEY and LOUIE listen with rapt attention as Scrooge wraps up this recounting of his most recent adventure. REVEAL they are in the mansion's huge dining hall for dinner, with DUCKWORTH X-3 the robotic butler serving them.

DONALD waves it off as a tall tale, prompting Scrooge to produce the mystery box. Scrooge enthusiastically explains that for years he has been searching for the statue of Jin-Long the Golden Dragon. He opens the box and shows them a tiny golden dragon. Donald remarks that it's "Kinda small." This is not Jin-Long. It's the key to finding the golden beast. Scrooge's doorbell (which sounds like a cash register) announces the arrival of the accomplished academic who will help Scrooge solve the mystery -- PROFESSOR LUDWIG VON DRAKE! Scrooge leads Donald and the Professor to his study, leaving the boys to have dessert. Never have they been less interested in dessert.

INT. SCROOGE'S STUDY - MOMENTS LATER

In the study, Ludwig flips through an ancient Chinese text. We go into the flowing ink pictures and the tale of Jin-Long the Golden Dragon is shown in that style as Ludwig narrates. The Golden Dragon was being transported by sea, when the ship sank. When we come out of the story, even Donald is hooked. Ludwig hasn't translated all of the pages yet, but he's come across some talk of a curse. Scrooge dismisses such rubbish.

PAN UP to the study's second level, where the nephews spy from above. Dewey looks up "eavesdropping techniques" in the JUNIOR WOODCHUCK GUIDE, but Huey is already hanging over the bannister to hear what's being said below. Dewey reads aloud the entry's info on bannisters in mansions which are frequently polished and thus slippery. Huey leans out and loses his grip. The other boys form a chain to catch him. As they swing above the adults unnoticed, Ludwig shows Scrooge what the tiny dragon does. He finds a tiny compartment to fill it with ink.

Ludwig unfurls a MAP; he winds up the tiny dragon; he sets it down on the Chinese coast. The dragon clicks and clacks as it rolls, leaving a dotted line on the map -- the sunken ship's sea route.

Scrooge is ecstatic! He'll follow that route in his yacht which is equipped with a gold-detector. He even has a line on a fine sailor who works cheap -- Donald! Just as Donald asks "What about the boys?" They drop down onto the table, sending the tiny dragon on a super-fast criss-crossing of the adults. Covered in dotted lines, they glare at the nephews.

Scrooge declares that his adventures are no place for children. Ludwig can stay at the mansion to continue his work with the ancient texts. The boys can stay too, under Duckworth X-3's watchful robotic eye. Off the nephews and their frustrated faces, we transition to:

EXT. MCDUCK YACHT - DAY

The yacht speeds across the sea. Posed at the bow, Scrooge breathes in the sea air and revels in the thrill of new treasure hunt.

INT. BRIDGE - CONTINUOUS

Donald is at the ship's wheel, when Scrooge enters. He's suspicious that Flintheart seems to have given up. He's been every bit as obsessed with the ancient golden artifact. Donald assures them that they're alone at sea. The only thing on the sonar is a shark.

Donald's more concerned about the boys. Scrooge admits the lads are magnets for trouble, but there's no need to worry. They're safe at home.

INT. MCDUCK MANOR - NIGHT

Duckworth X-3 rolls up to a guest room door and knocks, inquiring if the boys need anything. Calling out through the door, they politely insist they are fine.

On the other side of the door, we see that the room is actually empty, except for a WALKIE-TALKIE on the pillow of one of the three beds. Huey's voice comes out of the walkie-talkie, politely thanking him.

Back in the hallway, Duckworth X-3 rolls off. And we...

INT. CARGO HOLD - CONTINUOUS

Cramped in a dark space, Huey holds the other walkie-talkie, with his brothers smooshed up against him. REVEAL they are hiding in a CRATE. They finally pop out, spilling onto the floor of the cargo hold. They are on the McDuck yacht!

Louie has a moment of concern. Something tells him this might not have been the best idea. Huey confidently insists it's all good. There's nothing dangerous about a boat trip.

EXT. UNDERWATER - CONTINUOUS

PAN DOWN from the yacht's hull to the SHARK. REVEAL that the shark is actually a SUBMARINE, piloted by Flintheart with his gorilla looming behind him. His plan is simple -- Let Scrooge do all the work, then steal the golden dragon. As the shark sub picks up speed, we...

FADE OUT.

END ACT ONE

ACT TWO

EXT. MCDUCK YACHT - NIGHT

The yacht cruises past camera and out of frame. A beat. This repeats. WIDE TO REVEAL that the yacht is going in circles.

INT. MCDUCK YACHT BRIDGE - NIGHT

Donald is asleep at the wheel... well, on the wheel. The nephews tip-toe into the bridge and get the ship back on course without waking Donald. But then a LOUD JACKPOT SOUND EFFECT startles him awake. They scramble to hide in uncomfortable positions just as Scrooge rushes onto the bridge. That sound means the gold-detector has found the sunken ship!

EXT. MCDUCK YACHT - LATER

Outfitted in dry suit diving gear, Scrooge takes the plunge pulling a hook on a line to a winch above down with him. Donald mans the compressor that pumps the air. It's too exciting a moment for the boys not to sneak out of hiding. They peer over a capstan, eyes wide.

EXT. SUNKEN SHIP - MOMENTS LATER

Scrooge drops down to the shipwreck, which is lodged in a jagged rock formation, jutting up from the sea floor. He ventures into the wreck and spots the Golden Dragon! It's a solid gold Chinese dragon staring at a ruby orb, grasped in its claw (It's about the size of a large dog).

But on deck, the boys can't help but get closer. When a stiff breeze blows Louie's hat off, he reaches to grab it, but TOO LATE. Donald, freaks out when he sees them, pumping too much air and making Scrooge rocket up just as he's about to grab the Golden Dragon. There's some comic bobbing and dropping of Scrooge as Donald cusses out the nephews on deck above, until he finally shoos them back into hiding and Scrooge gets the hook on to the dragon.

EXT. MCDUCK YACHT - LATER

The Golden Dragon is lowered onto deck. Scrooge caresses the treasure. He lives for these moments. Donald spots the curious nephews, again unable to resist peeking.

To keep Scrooge from seeing them, Donald ushers him down below for... a... victory toast.

The nephews check out the Golden Dragon. Dewey is intrigued by the orb, so he flips through the Junior Woodchuck Guide for the scoop on hypnotic orbs. Turns out there's no such thing. There were, however, mystical ruby orbs... found in ancient China. Huey doesn't think it looks so mystical, tapping it. The orb dislodges the orb, which rolls away. Huey instinctively chases after it. He can't believe he broke Uncle Scrooge's treasure. Dewey and Louie react to the Golden Dragon which comes ALIVE! It sniffs the air. It hisses when it picks up a scent, then coils up to launch itself off.

We cross cut between Huey chasing after the orb on the rocking deck and the other boys trying to capture the dragon. Their efforts make enough noise that --

INT. CABIN - CONTINUOUS

Scrooge wonders what is happening on deck, instantly worried about his treasure. Donald immediately knows it's the nephews and begins an incomprehensible cover story, truncated when the dragon SMASHES through the cabin door. The dragon pauses for a moment to sniff, then it coils and launches at Scrooge.

Donald tugs at the dragon, worried that it's trying to eat Scrooge. But for Scrooge it's far worse -- "It's eating me gold!" Sure enough, from the gold buttons on his spats to the gold watch in his pocket, the dragon gobbles it all.

Huey still chases the rolling Ruby Orb around the listing deck, while Dewey and Louie breathlessly hop through the dragon shaped hole in the wall and realize -- "Oh, you found it." Scrooge finally sees the nephews have stowed away, but his reaction is trumped by the crisis at hand. He whacks at the dragon with his cane, but it chomps off the gold grip.

Grabbing the orb just before it rolls overboard, Huey bowls it along the deck to Louie in the cabin door, who tosses it to Dewey. He shoves it back into the dragon's claw. The Dragon instantly freezes, becoming a statue again. The ducks are relieved, but we see the statue GROW just a bit.

Commotion calmed, Louie and Dewey confess to a fuming Scrooge that they stowed away. But at least everything's good now. There's a massive THUD, and the ship tilts to one side.

On deck, Ajax the gorilla has jumped aboard and he's got Huey!

Glomgold casually vaults over the rail next to him and smiles, "Unless you want the boy mashed like a bunch of bananas, I'll take the Golden Dragon now." Scrooge strokes his chin, turns to Donald, "Two would be cheaper to take care of, you can't tell them apart anyway." Donald glares, and Scrooge relents.

Glomgold and Ajax hop back into the shark sub with the Golden Dragon. Scrooge watches sadly as the shark fin of the sub glides away. The nephews try to apologize, but he's disconsolate. Donald notices that the shark sub has turned around... It's on a collision course with them.

Donald spins the wheel wildly, the ship lists back and forth. The sub's shark "jaws" spread open and it lunges at the boat, chomping a gaping hole in Scrooge's hull. Glomgold's sub jets out of the water like a dolphin and douses the sinking boat in its wake as a final indignity heaped upon Scrooge.

But now Scrooge is hopping mad. He rallies the troops and they rush to the bridge, racing against the onslaught of water. In the bridge, Scrooge unlatches some panels and flips some switches. The mast pops open wing blades and spins. Just before the yacht sinks, we see GYROCOPTER emerge from the top of the bridge and rise into the sunrise sky.

EXT. GLOMGOLD'S ISLAND LAIR - DAY

The shark sub surfaces in the lagoon of the island lair.

EXT. SKY ABOVE OCEAN/DUCKBURG - DAY

It's five ducks in the in-line two seater Gyrocopter, so Donald is uncomfortably squished beneath his charges in the back while Scrooge has the front to himself. Scrooge is still steamed that he lost to Glomgold.

This is a horrible low point for the nephews. They proved that they don't belong on an adventure. If only they could redeem themselves in the eyes of Uncle Scrooge.

The radio crackles with Ludwig urgently warning that "The Golden Dragon is a magical creature frozen by a mystical orb!" Scrooge huffs that he already knows that. Ludwig continues that it eats gold! Scrooge already knows that too. Ludwig doesn't understand why Scrooge isn't panicked. "If the dragon comes to life it will not stop eating gold," Von Drake shouts over the rotors, "It will eat all the gold in the world!" Scrooge turns the copter. He has to get to that dragon before Glomgold does something stupid.

INT. GLOMGOLD'S ISLAND LAIR - TROPHY ROOM - DAY

A gloating Glomgold admires the Golden Dragon on a display pedestal. WIDEN TO REVEAL that the oval room has many other golden treasures similarly displayed. He admires his collection, then, impulsively yanks out the ruby orb since he's only interested in gold. He'll sell the ruby, he casually remarks to Ajax as they exit. CAMERA lingers on the Dragon as it once again ominously awakens and immediately begins eating... And GROWING!

END ACT TWO

ACT THREE

EXT. GLOMGOLD'S ISLAND LAIR - DAY

The Gyrocopter lands on a bluff overlooking the main house. Scrooge surveils the situation with his binoculars. Glomgold is on a balcony, eating a lavish breakfast, Ajax across from him, slicing bananas on his pancakes. They're just starting. Good. Donald tells the boys to wait behind. But to their delight, Scrooge says he thinks he may have a job for them...

EXT. GLOMGOLD'S LAIR - MAIN HOUSE - DAY

A tall door is capped by a louvered transom. Huey, Dewey and Louie stack on each other's shoulders, with Donald at base, wobbling to reach the opening. Huey grabs on and climbs in, swinging down to open the door and wondering why a guy who has his own island locks his door. Scrooge shushes him as they tiptoe down through the foyer. Sniffing at the air, Scrooge points down one of the halls that branch off. He can smell the gold.

Tension builds as the guys close in on their target, but we see Glomgold getting up from his meal. Backs to the wall, they stay out of Glomgold's sight as he passes past the far end of the long corridor. Just as they exhale, there's a loud DOOR KNOCK.

A QUICK CUTAWAY reveals Duckworth X-3 pounding on the guest room door back at McDuck Manor, inquiring if the boys are OK. PUSH IN on the walkie-talkie, then back to--

Huey whips out his walkie-talkie as X-3's voice blasts out and bobbles it in a panic. From seemingly out of nowhere, Ajax thumps down on it, crushing it to silence. Glomgold strolls out from behind him, chuckling at the very notion that Scrooge thought he could just waltz in to his gallery of golden treasures. He points out the many locks on the door and the high security gizmos. Nothing can get in there.

The door EXPLODES open and the now GIANT DRAGON springs out, knocking everyone aside like bowling pins. Glomgold rolls over to see his entire collection gone and his gallery in shambles.

In the panicked conversation as the giant dragon gold hunts back and forth through the corridors that spoke off the foyer Scrooge explains that they need to get the ruby orb back in his claw. They race to retrieve it avoiding the dragon that sweeps by and plows through them at unpredictable moments.

When Glomgold finally gets the orb, only Ajax is strong enough to leap on the dragon and try to wrestle it back into his claw. It looks like he might do it, but the dragon's tail whips around and smacks the orb out of the gorilla's drip launching it through a skylight, high into the air.

WIDE ON the island and the orb arcs gently back to earth and plops into the ocean.

Back inside, Glomgold realizes that all the gold is doomed. He and Ajax flee, proclaiming that he's getting into Platinum. A beat later, we see the fin of his shark sub cutting through the waves away from the island.

Scrooge is determined to catch the dragon. The boys find open double doors that lead to some kind of underground area. It's perfect! All they have to do is lure it. Scrooge pats himself down, "The beast got all me gold." He looks over to Donald, nonchalantly picking at his teeth with a toothpick. Scrooge pops off his glasses and holds them up to him, revealing a magnified GOLD TOOTH. Donald doesn't quite get it until--

Huey and Dewey hold Donald upside down by the ankles over the open door, waving him so his gold tooth glints and baits the dragon. The dragon dives after it, the boys yank Donald up and Louie and Scrooge slam and bar the double doors, trapping it underground. All looks well, until a relieved Donald collapses against the door and wipes away the grime to reveal the sign on the doors - GOLD MINE. Yikes! They just fed it Thanksgiving dinner!

INT. GLOMGOLD'S MINE

The guys creep along the caverns by torchlight, drawn toward the sound of the dragon scraping at and eating the walls. Scrooge doesn't exactly have a plan, but they have to do something, figuring once it consumes all the gold in here, it will be unstoppable. The mine quakes with the dragon's progress as he's growing larger by the minute.

But Dewey has an idea. They scramble around and Louie finds a loose chunk of gold, running to lure the dragon with it. As the dragon chases him around a large load bearing column he runs toward his brothers and tosses it to Louie who switches it with another gold object, lit by Huey's torch. The dragon lunges, Louie jumps out of the way as he chomps on the gold -- which is his own tail! Scrooge can't believe it's working as the dragon devours itself. But Donald points out that in doing so it's also constricting around the column holding up the ceiling. They bolt from the impending mine shaft collapse.

Just as the five scramble topside, the earth quakes and a giant sinkhole forms. A BEAT. An EXPLOSION. Gold rains down on them as the dragon self combusts.

EXT. OCEAN - DAY

The Gyrocopter cuts through the clouds. PULL OUT to see it's hoisting a giant cargo net LOADED WITH GOLD.

INT. MONEY BIN - DAY

ESTABLISH the shiny expanse of the MONEY BIN, filled with gold. Then a chute pivots into position, dumping all the gold from the adventure into the bin.

Watching from the observation deck, Donald can't believe how much gold came out of that exploding dragon. The nephew's beam with pride, until they look over at the scowling Scrooge. They start to apologize for stowing away, but Scrooge cuts them off. He lectures Donald how the lads shouldn't be stuck in Duckburg all the time. An adventure is the perfect place for children. It builds character. Donald and the boys realize this was a game changer. Their world is going to change. Off this triumphant moment...

FADE OUT.

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

DUCKTALES
"G.O.L.D. MAN"
First Draft Script
By Mark McCorkle & Bob Schooley

FADE IN:

INT. MCDUCK INDUSTRIES - DAY

SCROOGE stands before a frosted glass office door, marked
"McDUCK INDUSTRIES RESEARCH AND DEVELOPMENT."

SCROOGE
I didn't know "Take your grand
nephews to work day" was even a
thing.

BLUR PAN TO:

EXT. DONALD'S HOUSE - BACK YARD - DAY

DONALD leans back in his hammock, grinning smugly.

DONALD
<heh-heh-heh> Sucker.

He flips an extra long straw into his bill that leads to a
drink on a side table. Cracks open a book titled:
"Chemtrails, Black Helicopters and UFOs."

BLUR PAN BACK:

INT. MCDUCK INDUSTRIES

Scrooge looks down and the shot reframes so we see the 3
iconic ball caps looking up at him.

SCROOGE
Now Lads, what are we NOT going to
do this time?

REVERSE HUEY, DEWEY and LOUIE look up at him.

HUEY
Have fun?

Louie elbows him.

LOUIE
Press any buttons, Uncle Scrooge.

INSERT QUICK CUT FLASHBACK - Huey's face is underlit by a demonic red glow. CAMERA ARCS AROUND him to reveal a giant glowing button that says MISSILE LAUNCH. Huey can't help but plunge down on that bad boy. A MISSILE arcs across the sky. A distant EXPLOSION, then back to the boys in the present.

DEWEY

In Huey's defense, it's not like the button said "Missile *don't* launch."

HUEY

Plus - didn't even hit a populated area.

Scrooge leans in to their faces and raises his finger.

SCROOGE

Not a feather!

A HAND thrusts a PHONE receiver up to Scrooge. It's EMILY QUACKFASTER, Scrooge's super-efficient second in command.

EMILY

Mister Scrooge. Situation at the McDuck gold mine in Australia.

As the shot adjusts to include her, establish that the phone has a coiled cord that stretches down a long corridor and into infinite darkness. He waves her off.

SCROOGE

Bah. I'll call them back.

EMILY

They're running out of oxygen, Sir.

Scrooge rolls his eyes and takes the phone, miming a last "no touching" warning to the boys. The boys nod obediently then ZIP to the door as Scrooge nods, listening. As they slip inside, we just hear the fading bark of--

SCROOGE (O.S.)

G'day? Doesn't sound like it!

INT. MCDUCK INDUSTRIES R&D

The Boys are on a raised landing dwarfed by the epically vast space. Weird inventions in Gyro Gearloose animorphic style are everywhere. There's a small airship floating against the cavernous ceiling. They crack identical evil grins.

LOUIE
How long d'ya think he'll be on
that call?

They look back and see Scrooge's silhouette against the
frosted glass door. He's gesturing wildly.

HUEY
Long enough.

ON STAIR RAIL - The boys ride down the handrail from the
landing down to the workshop floor. It arcs up at the end,
arcing them up too, until they land in a tumble. Dewey crawls
from the tangle and looks up at the stairs, squinting an eye.

DEWEY
We'll get more distance if we
grease--

Huey pops up and does a 360, a crazed look.

HUEY
(awed, high hushed)
Guys... Let's not talk right now.

QUICK CUTS - Huey popping in from every which angle to drool
over all of Gyro's fantastic "toys." Dewey and Louie just a
beat behind him, never quite catching him.

ON ELECTRO-STUNNER - A contraption with a canister
terminating in two probes and a handle with a trigger. Huey,
rises up behind it, frozen with joy.

HUEY (CONT'D)
This.

Louie and Dewey zip in next to him from either side.

LOUIE
Huey, I know what you're thinking
and *don't*.

DEWEY
Yeah! Don't!
(beat)
But I wonder what it does?

HUEY
Only one way to find out--

Huey reaches for it. Dewey and Louie jump to pull him away.

DEWEY
(struggling)
No! There's at least two ways!

HUEY
(struggling)
Come--on--let--me--

They drag him away, under protest.

LOUIE
We could just ask Gyro!

DEWEY
Yes! A sane way to find out!

HUEY
Sane? Sane is boring.

Huey wriggles down out of their grip and bounces back up to grab the Electro-Stunner off its pedestal.

Huey holds up the device in victory, interrupted by a mechanical WHIRRING AND CLANKING. He quickly whips it behind his back. A BIG METAL BIRD FOOT lands in front of the boys.

PAN UP to reveal, GYRO GEARLOOSE, mad chicken inventor. He's test piloting a crazy vehicle that totters on top of six spindly unsteady mechanical "legs." He leans out over the edge, looking down at Huey, Dewey and Louie.

GYRO
Oh, afternoon, boys!
(counting with his finger)
I didn't step on anyone, did I?

DEWEY
Um... no. No casualties, Gyro.

As he talks, the stunner behind Huey's back starts arcing with sparks.

GYRO
Good-good. Cutting edge technology
doesn't always cut the edge you aim
to cut--

The stunner lets out a blast that zaps Louie in the butt. Louie spasms and his feathers puff out.

GYRO (CONT'D)
Is he normal?

Dewey zips in front of Huey, covering, leaving the zapper exposed. Huey quickly turns it vertical to hide it.

DEWEY
Relatively.

Gyro stares for a beat, shrugs and lurches forward in his crazy vehicle.

GYRO
Good-good.
(beat, backs up)
Don't touch anything radioactive.

As soon as Gyro clears, Louie spasms anew in pain, then-

LOUIE
Ouch.

HUEY
Lay off the dramatics, Louie. It
was just a little zap.

Dewey reads off of the side of the still smoking

DEWEY
Fifty thousand volts.

LOUIE
That a lot?

DEWEY
Technically, you should be dead.

Louie pats out a smoking tail feather.

LOUIE
I hate technical stuff.

Huey's eyes shift around, then catch sight of...

HUEY
Oh. That's a hafta.

... A GIANT MECHA SUIT with a bubble top and oil rig style drill bits for hands.

Huey zips in below it, at knee level, craning his neck, slack jawed at the majesty. The bubble top FLIPS open. Huey VIBRATES with excitement. Louie and Dewey race to pull him away.

LOUIE
Don't hafta! Don't hafta!

SCROOGE, pops his head in the lab, cupping still on the phone
(cord stretched off screen), pops his head in the lab.

SCROOGE
No buttons, Huey!

Down below, Louie and Dewey are physically restraining Huey.

LOUIE/DEWEY
No worries, Uncle Scrooge!

Satisfied, Scrooge leans back out, returning to his call.

SCROOGE
(into phone)
I cannae understand a word with all
that gasping and wheezing!

LOUIE & DEWEY pull Huey down, away from his fixation.

HUEY
Ok! I can control myself. Come on,
guys, this is me.

Louie and Dewey look at each other.

LOUIE/DEWEY
WE KNOW.

They yank him back HARD, tripping themselves on their back.
As they roll away on either side, Huey springs to his feet
and zips to the suit, climbing to the bubble top in one
smooth move.

HUEY
Sorrygottahafta!

FROM INSIDE THE GLASS BUBBLE - Huey presses in, smooshing his
bill to the side to get a good look. Then he spies a button
below it. He can't resist. Checks over his shoulder and hits
it. There's a HISS and a CLICK and the bubble pops open.

Huey tumbles forward into the suit, just his feet wagging
where his head should be as the bubble snaps shut.

HUEY (O.S.) (CONT'D)
Shouldn'ta.

Dewey and Louie rush over to the trapped Huey.

DEWEY
Hold still!

Huey's kicking his feet in the bubble.

HUEY (O.S.)

WHAT?

Just as the boys reach the suit, it RUMBLES and shakes. They pause just before grabbing on.

IT BLASTS OFF. Way suddenly. Flames erupting from the feet (a la Ironman). Violently punching a hole in the ceiling.

DOWN through the hole in the ceiling, Louie and Dewey are splayed on the floor, sooted with carbon from the after burn. The both <COUGH> a little smoke ring.

LOUIE

We are so plucked.

Dewey springs up and runs over to--

DEWEY

Probably. But check it out!

-- A MAP on the wall behind where the suit was. A glowing yellow dot is moving away from Duckburg. The legend reads "Global Ore Locating Digger."

LOUIE

Global Ore Locating Digger?

DEWEY

GOLD... It's an acronym.

LOUIE

How does that help us get Huey back?

DEWEY

I thought it was kinda cool.
(defensive, off his look)
I don't hear any ideas from you!

INT. MCDUCK INDUSTRIES - DAY

The arc of Huey flying away can be seen through the glass behind Scrooge's shoulder as he still yaks on the phone.

SCROOGE

Can't ye hold your breath?

EXT. SKY - DAY

The G.O.L.D. Cuts through the clouds, leaving a trail.

CLOSER - Huey manages to squirm around until his head pops up into the bubble. His eyes go wide at the earth down below. He blinks and then smiles.

HUEY
Wicked.

INT. MCDUCK INDUSTRIES R&D

On the map, the dot moves over Duckburg.

DEWEY
Hey look, he's flying over Uncle
Donald's house.

LOUIE
It's been nice being alive.

EXT. DONALD'S HOUSE - BACK YARD

Donald glances up from a chemtrail photo in his book to see Huey's trail cut across over him. He looks back to the book.

DONALD
<SQUAWK> CHEMTRAILS!

Donald dives under his hammock.

INT. MCDUCK INDUSTRIES R&D

Dewey and Louie peek out the door to check on Scrooge. He's still on the phone. Then they hear a crackle and-

HUEY (V.O.)
Dewey? Louie? Anybody there?

They quickly shut the door and slide back down the star rail to the map, now noticing a speaker below it.

DEWEY
Huey! Are you okay?

The dot on the map flashes, there's a ding and the words GOLD FOUND appears over the map.

EXT. DUCKBURG - JEWELRY STORE - DAY

A big banner reads, WE BUY GOLD. The G.O.L.D. crashes through the front door, sending customers scrambling.

Huey is helpless inside as his arms shoot out in front of him and the drill bits dig into a vault door.

HUEY

Yeah.

INT. MCDUCK INDUSTRIES R&D

Dewey and Louie lean in to the speaker.

HUEY (V.O.)

But I think I'm robbing a jewelry store.

LOUIE

WHAT?

Dewey hits a button next to the speaker marked "TURBO."

EXT. DUCKBURG - JEWELRY STORE - DAY

Huey erupts out of the roof, a sprinkle of Jewelry falling off his suit and back down.

DEWEY (V.O.)

I'm pretty sure that suit is designed to find gold.

HUEY

Welp. It's working.

He zooms down the street, as cop cars converge below him. A BLACK HELICOPTER rises up from behind a tall building to give chase. Huey looks over his shoulder.

HUEY (CONT'D)

Dewey, can you make this thing go any faster?

INT. MCDUCK INDUSTRIES R&D

Dewey runs his finger from the TURBO button to HYPER-TURBO next to it. He hits it.

LOUIE

Now we've got all the buttons, Huey.

EXT. DUCKBURG SKY - DAY

Just as the helicopter closes in on Huey, he blurs out of frame, warp speed, leaving the helicopter hovering.

EXT. DONALD'S HOUSE - BACK YARD

Donald just emerges from hiding as the Black Helicopter arcs over his house.

DONALD

Oh nuts!

He runs inside and SLAMS the door. Drops the blinds.

INT. MCDUCK INDUSTRIES R&D

Louie and Dewey watches the dot on the map zoom to Australia.

LOUIE

Huey! You're in Australia!

EXT. AUSTRALIA - DAY

Huey glides close to the earth. A troop of KANGAROOS jump out of his way.

HUEY

I noticed! But I'm losing altitude!

INT. MCDUCK INDUSTRIES R&D

GOLD FOUND flashes above the map. Louie and Dewey look at each other, quizzically.

EXT. AUSTRALIA - DAY

Drill bit hands spinning, Huey digs into the earth, sending up a spray of red dirt as he angles deeper.

HUEY

G-G-G-Guys!

INT. MCDUCK INDUSTRIES

Scrooge, still on the phone, cord stretched OS, looks puzzled.

SCROOGE
You see what now?

He lets go of the phone, it retracts OS.

INSERT - At the opposite end of the corridor, Miss Quackfaster coolly catches the reciever as it zips by her.

EXT. AUSTRALIA - GOLD MINE

CAMERA PUSHES PAST a "McDuck Mines" sign to a deep freshly hole in the earth.

MINER (O.S.)
Crikey! We're saved!

Huey launches up out of the hole, MINERS clinging on all over him. They peel off and fall to earth as he keeps rising.

HUEY
Dewey! Can't you aim me for Uncle Scrooge's money bin?

INT. MCDUCK INDUSTRIES R&D

PULL OUT to reveal a cross armed Scrooge standing behind Dewey and Louie at the control panel. He leans in.

SCROOGE
No he can not! I told you not to gum about in me stuff, Huey!

HUEY (O.S.)
Uncle Scrooge? I saved your miners!

SCROOGE
Good fer you! But how are ye gonna save yerself?

DEWEY
It looks like he's going straight up.

LOUIE
You mean like...

EXT. SPACE

The suit skirts the glowing edge of the atmosphere, rising into the stars.

HUEY
Space! I'm in space!

INT. MCDUCK INDUSTRIES R&D

Scrooge stands and turns, shouting for -

SCROOGE
Gyro!

Gyro pops up in the distance on his contraption.

GYRO
Mister Scrooge! What do I owe this-
He clomps quickly toward him.

SCROOGE
Save it! Why is me grand nephew
breaking the surly bonds of earth
in me gold finder?

Gyro hops down and scratches his head.

GYRO
Why indeed? Why would the Global
Ore Locating Digger--

SCROOGE
Gold! Just call it Gold. We don't
have time fer your long names!

DEWEY
(to Louie)
And that is why we have acronyms.

GYRO
Why would *it* be going into space?
Unless...

EXT. SPACE

Huey's eyes go wide as something HUGE reflects on his bubble.

HUEY
(voice trembling)
Can someone do something down
there?

REVERSE - There's a giant OMINOUS SPACESHIP and Huey is
heading right for it. His arms flip up uncontrollably and the
drill bits turn as he floats toward it.

HUEY (CONT'D)
 Something like, now?

INT. MCDUCK INDUSTRIES R&D

Gyro is all over the controls.

GYRO
 All overrides are over ridden.
 Nothing is working.

SCROOGE
 Why not? Didn't you build this
 contraption?

GYRO
 The amount of gold it's detected
 must be enormous!

Scrooge's eyes light up with dollar signs and he swings his
 cane to slide Gyro away.

SCROOGE
 Let's let this play out.

LOUIE
 Uncle Scrooge! That's our brother
 up there!

DEWEY
 In space!

SCROOGE
 Well, I hope he learns his lesson.
 (under his breath)
 And finds me the mother lode.

He gestures to the hole in the roof. Shot adjusts up to and
 through it, and back into-

EXT. SPACE

The suit starts drilling into the hull of the giant space
 ship.

HUEY
 Guys, I'm drilling into a
 spaceship!

DEWEY (V.O.)
 Is it one of ours? Or is it alien?

HUEY
Looks alien.

LOUIE (V.O.)
Luck-eee!

HUEY
Don't think it's the nice kind of
alien.

Huey finds himself in a cavernous, dimly lit space. The GOLD suit is dwarfed by the vastness. His feet pull down to the floor, as if anchored by artificial gravity.

HUEY (CONT'D)
Uh... Hello? Funny story. See, I
pressed some buttons and that's on
me--

A BOOM with a capsule holding classic spindly white, big headed ALIEN lowers in front of him. He speaks with a weird, computer translated disembodied sound and odd accent.

ALIEN
Are you from blue planet?

HUEY
Earth! Yes. Hi. You are the nice
kind! And I'm nice! Let's all be
nice.

The boom swings right into Huey's face!

ALIEN
Then you must DIE!

INT. MCDUCK INDUSTRIES R&D

Everyone leans toward the speaker.

DEWEY
What did he say?

GYRO
Hard to tell with the accent.

LOUIE
Something about a diet?

INT. ALIEN SPACECRAFT - CONTINUOUS

Huey looks puzzled.

HUEY
"Diet?" Okay, yeah, I like donuts.
But I get plenty of exercise--

ALIEN
DIE! DIE! DIE!

HUEY
Oh.

ALIEN
GOLDEN HORDE ATTACK!

SCROOGE (V.O.)
Golden?

HUEY
Horde?

LIGHTS CLICK-CLICK-CLICK on all around, revealing that Huey is surrounded by GOLDEN WARRIOR ROBOTS that are about twice as big as he. Huey gulps. As they converge on him, his sensors kick in and his drill hands activate.

The first robot approaches. Huey pivots around and catches him with his drill hand. It lands right between abdominal plates and the robot jerks wildly and explodes into chunks.

The other robots pause as pieces plop down in front of them. They look to the Alien, as if to say, "WTF?"

ALIEN
Uh... Don't worry about that. He
got lucky. GOLDEN HORDE ATTACK!

Now two robots leap to either side of Huey, but his arms shoot out wide to meet them and the SAME THING HAPPENS.

Again, the survivors pause and look to their leader.

ALIEN (CONT'D)
Um, okay... Maybe all at once.
GOLDEN HORDE ATTACK! ALL AT ONCE!

The ROBOTS ATTACK. All at once. QUICK, BLURRY CUTS. Huey thrashes around, fending them off as fast as they come at him. Golden body parts fly by amidst the grinding, clanking cacophony. It's mayhem.

INT. MCDUCK INDUSTRIES R&D

Scrooge, Gyro, Dewey and Louie listen to the horrific sound, open mouthed. A beat, and then-

LOUIE
You know what? I don't think he
said "diet."

Everyone gives him the "no kidding" side eye.

INT. ALIEN SPACECRAFT

It's a smoking heap of body parts. Now Huey in sight. The Alien extends closer to investigate on his gimbal pod.

CLOSE ON ALIEN - He stares. Eyes squint, waiting. Nothing.

ALIEN
And now that you are destroyed,
Earth!

Slowly his lips peel back into a smile. A creepy smile mad all the moreso by his gleaming GOLD TEETH.

DING! Huey's suit ERUPTS from beneath the pile and his drill hands click into place, aiming for the Alien.

ALIEN (CONT'D)
Whoops.

Just before Huey gets to him, he activates a clear pod that clamshells around him and EJECTS out an iris in the ceiling.

INT. MCDUCK INDUSTRIES R&D

Everyone listens tensely, relieved to hear--

HUEY
Guys, guess who has two drill hands
and just saved earth?

INT. ALIEN SPACECRAFT

Huey points to his suit's chest with his drill hands.

HUEY
This duck. Right here.

The drills contact the suit and it shorts the whole thing out. Glowing pulses of electricity trace around it and explode off Huey. He's suspended weightless, then plops on his back.

INT. MCDUCK INDUSTRIES R&D

Dewey wipes his forehead.

DEWEY
As long as he doesn't press any
buttons--

INT. ALIEN SPACECRAFT

ON SHIP CONTROL PANEL. A THOUSAND BUTTONS. AN IMAX SCREEN OF
BUTTONS. Huey's hand rises up and presses against them as he
struggles to his feet. ALL HELL INSTANTLY BREAKS LOOSE and
the ship instantly plummets down, throwing him against a back
wall.

EXT. DONALD'S HOUSE - CONTINUOUS

Donald peeks between the blinds, checking to see if the coast
is clear. Satisfied, he pokes his head outside. Now wearing a
FOIL HAT.

INT. MCDUCK INDUSTRIES R&D

Scrooge taps on the G.O.L.D. speaker with his cane.

SCROOGE
We've lost the lad!

GYRO swings around a weird bendy telescope that extends up to
the ceiling.

GYRO
More news: the ship is crashing to
earth!

DEWEY
Where on earth?

EXT. DONALD'S HOUSE - BACK YARD

Donald eyes up his hammock, spooked. He looks all around and
tip toes toward it. Just as a dark SHADOW sweeps over him. He
looks up and FREAKS OUT.

DONALD
<hysterics>

The spaceship is headed right for him. He runs out of the way, just as the pointed bow of the ship impales his hammock and plants the huge ship in the ground as Donald runs from the tsunami of earth it creates.

Flat on his back, Donald looks up as Gyro's weird walking contraption gallops into scene and lowers to disgorge him with Scrooge, Dewey and Louie. Louie pounds on the ship.

LOUIE
Let our brother out!

Scrooge looms over Donald.

SCROOGE
"Take your grand nephews to work day" eh?

DONALD
Heh, heh.

A door on the ship plops open and Huey rolls out, dazed but intact save for a missing hat.

DEWEY
Huey!

The hat plops out. Louie puts it on his head.

LOUIE
Maybe next time you don't push buttons?

There's a rumble and the gold robot pieces spill out like a slot machine all around them. Scrooge picks up a golden arm and waves it around, giddy.

SCROOGE
Gold! So much gold! You can push all the buttons you want you little scamp!

Huey crosses his arms, smugly.

The ship lists and tips over, crushing Donald's house.

SCROOGE (CONT'D)
Eh, we can get that fixed.

FADE OUT.

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

DUCKTALES
"Lepre-taliation"
First Draft Script
By Bob Schooley & Mark McCorkle

FADE IN:

EXT. DUCKBURG - DAY

ESTABLISHING SHOT OF DUCKBURG as a SHADOW moves across the city. PAN UP to the churning DARK CLOUDS rumbling with THUNDER. A LIGHTNING BOLT shoots down, and we --

SMASH CUT TO:

EXT. DONALD DUCK'S HOUSE - CONTINUOUS

RAIN pours down on HUEY as he scrambles out of hole in the roof. He stands up, taking in the view.

HUEY
Guys, hurry up. Check this out.
Freak storm!

DEWEY & LOUIE struggle to climb out of the hole, heaving a rolled up TARP onto the roof.

DEWEY
You mean the freak storm that will
flood our house if we don't do
something? Like NOW!

Louie looks around.

LOUIE
Seems like only yesterday we were
up here screwin' with weapons grade
explosives.

HUEY
Actually that was earlier today.

DEWEY
You blacked out for awhile.

LOUIE
(kind of remembering)
That was after we blew the hole in
the roof, right?

DEWEY
But before you fell through.

LOUIE
Yeah... It's all coming back to me.

Louie goes wide-eyed and points --

A LIGHTNING BOLT shoots right at them. Louie stumbles backwards towards the hole.

Huey kicks the tarp to unroll it. He grabs one end. Dewey dives to grab the other. Louie falls onto the tarp. His brothers hang on tight and save him from falling through the hole, but it launches him into the air. As he goes O.S. there is a THUNDER CRACK and the FLASH OF LIGHTNING.

LOUIE (CONT'D)
<scream>

He drops out of view.

HUEY
Ok. Don't panic. If we take turns wearing his green hat Uncle Donald'll still think he's alive.

DEWEY
That's horrible! (beat) I hate green.

LOUIE (O.S.)
Guys!

HUEY
Don't tell him about the plan.

They go to the edge of the roof to see --

Hanging upside down in a TREE, Lou points to the sky.

SUN BEAMS burst through as the storm dissipates, leaving a giant RAINBOW!

LOUIE
A rainbow!

DEWEY
Sooooo? And?

Louie scrambles up the tree and hops back onto the roof.

LOUIE
We have to find the end of that rainbow.

HUEY

Louie, please do not tell me that
you believe--

LOUIE

(super excited)
Leprechauns are real. And they love
shamrocks and shillelaghs. And they
hide a pot of gold at the rainbow's
end. C'mon, everybody knows that!

DEWEY

No, everybody knows that a rainbow
is sunlight refracting through
water droplets.

LOUIE

Hey, Sasquatch was real.

DEWEY

Urban legends are a whole different
deal. You're talking ancient Celtic
myth. Much less credible.

Huey tugs Dewey away to confer.

HUEY

The only way to help the poor kid--

DEWEY

Is with a full strength dose of
reality.

They turn back to their brother.

HUEY

We are going to the rainbow's end.

Huey points behind them, tracing the rainbow's downward arc.

LOUIE

Don't have far to go. It's right
there--

REVEAL the rainbow arcs down from the sky into --

DEWEY

In our backyard?

EXT. BACKYARD - MOMENTS LATER

ON THE TRIO - Huey looks excited. Dewey looks stunned. Louie
looks suspicious.

DEWEY
I do not believe it.

REVERSE ANGLE - Sure enough. There in the forest at the end of the rainbow is a POT OF GOLD.

HUEY
Grab and go. C'mon, let's hustle!

Louie checks around the pot.

LOUIE
Wait a minute. Something's wrong.

HUEY
We just got rich. There is nothing that could be possibly be wrong about that.

LOUIE
Leprechaun's are tricky.

HUEY
Well, good news for us. There doesn't appear to be any here.

He makes like he's doing a perfunctory search.

HUEY (CONT'D)
Nope. No make pretend little green freaks.

LOUIE
That could be the trick.

DEWEY
Louie, we're looking at a finders keepers scenario here.

LOUIE
Something's definitely not right...

Huey is the first to start lifting the pot. It takes all three to carry it.

HUEY
(with effort)
Yeah, it's not right that we're not already buying stuff.

DEWEY
(with effort)
First, we need to get the gold converted to spending money.

HUEY
(with effort)
Not a problem. We happen to be
related to just the man who can
help us with that.

CUT TO:

INT. MONEY BIN - DAY

ESTABLISH the vast McDuck fortune, gold everywhere. SCROOGE
is in the middle of counting.

SCROOGE
Sixty-five billion three hundred
twenty thousand... aaand...

He fishes in his jacket pocket.

SCROOGE (CONT'D)
And seven cents.

He looks around, suspiciously then ZIPS off.

INT. SCROOGE'S STUDY - DAY

DUCKWORTH X-3, the robotic butler, rolls through frame, until
Scrooge launches himself at him, grabbing him by the lapels.

SCROOGE
Me money is danger. I can feel it.

DUCKWORTH X-3
Master Gearloose just completed the
security system upgrade this
morning.

WHIP PAN TO:

INT. SECURITY CONTROL ROOM - EARLIER

GRYO GEARLOOSE pokes his head out of an open panel of a wall-
sized COMPUTER BANK with various MONTIORS, READOUTS,
WAVEFORMS, etc..

GYRO
You know, Mr. McDuck, I really want
you to see my matter transporter.

He unfurls a SCHEMATIC DIAGRAM of the invention.

GYRO (CONT'D)
It could revolutionize your
shipping business.

SCROOGE
Some other time. Right now I need
to know me money is safe from
skulduggery and pilferage.

GYRO
As long as the system is on, you
and your fortune are safe as an
oyster's pearl. That's a Gearloose
Guarantee.

SCROOGE screws up his face, still skeptical.

MATCH CUT TO:

INT. SCROOGE'S STUDY - DAY

Back to the present, Scrooge with that same expression.

SCROOGE
If there's one thing Scrooge McDuck
knows it's when trouble is nigh.

HUEY/DEWEY/LOUIE (O.S.)
Uncle Scrooge!

NEPHEWS drop their heavy pot of gold.

HUEY
We're rich!

DEWEY
Not "you" rich, but we're doing
pretty good.

Scrooge staggers back.

SCROOGE
Is that... Leprechaun's gold?

Louie walks around the pot.

LOUIE
Yeah, but the weird part is that
there was no leprechaun.

Scrooge yanks him away from it.

SCROOGE

Oh lad...
(darkly)
There's always a leprechaun.

SEAMUS

<battle cry>

LEPRECHAUN COMMANDO bursts out of the gold. He's so fast that he's a GREEN BLUR, until he lands in a battle stance. He whips an oversized SHAMROCK like a frisbee. Scrooge pulls off a parkour-style run up the wall and flip to dodge the whizzing shamrock, which WA-THUNKS into the wall. It was a razor sharp weapon!

We get our first good look at the Leprechaun. Decked out in emerald green commando gear, he looks like a tough-as-nails special ops soldier... just a wee bit tiny.

Dewey looks shocked.

DEWEY

What is *that*?

Louie can't help being excited that he is vindicated.

LOUIE

There's the leprechaun! Knew it!

The leprechaun sneers at Scrooge.

SEAMUS

Scrooge McDuck, we meet again.

SCROOGE

It's been a long time, Seamus.

Leprechaun whips several shamrocks at Scrooge, who expertly deflects them with his CANE.

While Huey and Dewey use the desk for cover, Louie watches the confrontation, obliviously exposing himself to danger.

LOUIE

Toldja. Leprechauns are really real.

Huey tugs him down, just as a razor shamrock WHIZZES over his head. Dewey dryly comments:

DEWEY

And apparently really deadly.

Scrooge calls for reinforcements.

SCROOGE
Duckworth!

Duckworth X-3 shoots an extending arm at the leprechaun, who nimbly cartwheels out of reach...

... but right into Scrooge's outstretched cane, which trips up the leprechaun. He SLAMS against the wall, but he quickly recovers and pulls a high-tech club from his belt.

SEAMUS
Got a shillelagh of me own.

He CLICKS a button. The club KA-CHUNGS out, revealing GREEN GLOWING circuitry. He JAMS it down against the floor and --

CRACKLING GREEN ENERGY RINGS radiate from the shillelagh.

DUCKWORTH X-3 rolls towards the leprechaun.

DUCKWORTH X-3
Such shenanigans are not tolerated
in McDuck Manorrrrrr.

The energy ring shuts him down, inches from the leprechaun.

The energy rings get closer to the nephews. They cringe, anticipating the worst.

HUEY
Looks like we're next.

The rings pass through them.

LOUIE
Nothing happened.

DEWEY
It only affects technology.

The leprechaun smirks.

SEAMUS
Tis true. It took out the robot and
now--

A reverberating POWER DOWN SOUND echoes through the manor.

SCROOGE
The security system!

The nephews stealthily stack themselves behind the shutdown Duckworth X-3 as the leprechaun rants at Scrooge.

SEAMUS
Do ye remember how many times you
tricked me over the years?

SCROOGE
(chuckling)
It was quite a few.

SEAMUS
Quit your grin. Time for payback.

The leprechaun doesn't notice the tipping robot until it
falls and pile drives him into the floor. The nephews unstack
themselves.

HUEY
Man, that is one violent little
dude.

LOUIE
I know. I thought a leprechaun
would be more merry.

From under the robot:

SEAMUS
(smooshed)
You're thinking of elves.

Scrooge shakes his head.

SCROOGE
This is all because of that one
summer.

EXT. FOREST - DAY

FLASHBACK - SEAMUS guards a POT OF GOLD at the end of a
RAINBOW. Unnoticed by the leprechaun, Scrooge steps out of
the rainbow wearing a head-to-toe RAINBOW COLORED NINJA SUIT
that allowed him to perfectly blend in.

SCROOGE (V.O.)
I learned I had a knack for
tricking the wee folk. At least,
for tricking this one.

PUSH IN on his greedy eyes.

MATCH CUT TO:

INT. SCROOGE'S STUDY - CONTINUOUS

On Scrooge's greedy eyes.

SCROOGE
It was a very rainy summer, so
there were many rainbows.

SEAMUS
(smooshed)
You had your inventor make you a
weather machine.

Scrooge kicks at the fallen robot.

SEAMUS (CONT'D)
(smooshed)
Ow.

SCROOGE
It's rude to interrupt. Anyway...
Seamus here lost so many pots of
gold to me. I lost count.

SEAMUS
(smooshed)
Seventy four.

That gets a another kick.

SEAMUS (CONT'D)
Ow. But this time, I was the clever
one. I tricked these little
lackwits into bringing me here. Ow.

This time, Huey kicked him.

HUEY
Quiet you.

LOUIE
Look out!

Louie points at the squashed leprechaun. He wriggles a hand
out holding a SMALL DEVICE. He presses a BUTTON like a
detonator and --

A RAINBOW SMASHES down through the ceiling.

HUEY
Still going with sunlight
refracting through water droplets?

DEWEY

No. I am out of my depth.

LEPRECHAUN COMMANDOS drop down on zip lines. They fire fanciful BLASTERS that shoot HORSESHOES, smashing stuff around the study.

LOUIE

Really never pictured them this violent.

The nephews dive for cover.

The commandos dog pile onto Scrooge.

SCROOGE

<struggling efforts>

They drag the now shackled Scrooge and depart back up their zip lines.

Seamus wriggles out and trots on the giant rainbow like it's a bridge.

The nephews scramble to the foot of the rainbow, staring up through the hole in the manor roof.

HUEY

Great. There's another blown out roof that we'll be blamed for.

DEWEY

The abduction of the richest man in the world might be the bigger story here.

HUEY

Switching hats isn't going to get us out of this one.

LOUIE

What?

Dewey turns to Louie.

DEWEY

Nothing. What's our next move?

LOUIE

How should I know?

DEWEY

You're the leprechaun expert.

HUEY
He's right. This is all you. You
got this.

LOUIE
THIS IS A LOT OF PRESSURE!
(deep breath)
Okay... With these little guys it's
all about who's tricking who. Who
the tricker is, who the trickee is.
Of course, who is the *trickiest* is
the real question-

Huey clamps his bill shut.

HUEY
Just tell us what to do.

LOUIE
We have to trick them.

Louie ponders for a beat, then:

LOUIE (CONT'D)
Here's what I'm thinking...

They go into a huddle.

LOUIE (CONT'D)
<unintelligible whispers>

HUEY
All of it?!

LOUIE
Yes.

HUEY
But that's impossible!

DEWEY
We're going to need Gyro.

As Louie charges up the rainbow, we:

CUT TO:

INT. LEPRECHAUN HOLDING CELL - DAY

Seamus gloats as he circles the shackled Scrooge.

SEAMUS

Oh, the humiliation I suffered at your hands, McDuck.

SCROOGE

It's not my fault you never stepped up your game.

SEAMUS

Oh but I did. By hoodwinking your nephews into it.

SCROOGE

I suppose you stole back the gold.

SEAMUS

No. The law of the leprechauns must be obeyed. I cannot just steal back the gold.

SCROOGE

Oh, but it's okay to snatch me and hold me prisoner.

SEAMUS

Surprisingly, yes. Our laws are a wee bit random. They don't have a lick of logic among them, to be honest.

INT. LEPRECHAUN GUARD ROOM - DAY

Leprechaun commandos mill around. Some stow their gear in lockers. Some are at tables, playing games.

Louie sneaks into a locker. After a BEAT, he hops out, decked out in commando gear.

FOLLOW as the disguised Louie passes a table, with leprechauns playing cards. Instead of chips there are stacks of GOLD COINS.

NEXT he passes a table where two leprechauns play TIC-TAC-TOE. The first guys draws an X. The second guy lays down a GOLD COIN for his O.

FINALLY he passes a table with two guys playing CHECKERS with GOLD COINS instead of red and black pieces. Leprechaun #2 finishes his move.

LEPRECHAUN #2

King me.

Leprechaun #3 looks up, frustrated, then looks back down.

LEPRECHAUN #3
Wait. Which one is you?

LEPRECHAUN #2
No idea.

Louie is almost at the door on the far side of the room when:

LEPRECHAUN #3
Howya!

Louie freezes. He spins around to see --

ALL THE LEPRECHAUNS have their blasters pointed at him.

LEPRECHAUN #2
Where you creepin' to, Boyo?

Louie pulls the detonator unit off his commando belt, threatening.

LOUIE
I LOVE RAINBOWS. How 'bout you guys?

LEPRECHAUN #2 goes wide-eyed.

LEPRECHAUN #2
Easy, Hardchaw. You don't fathom the magic ye got there.

Louie smiles.

LOUIE
I know, right?

He presses the button and --

A RAINBOW SMASHES through the ceiling! Debris rains down.

LEPRECHAUNS
<various screams>

Louie dives out of the room.

INT. LEPRECHAUN HOLDING CELL - MOMENTS LATER

Seamus and Scrooge are both startled by the O.S. CRASH and sounds of PANIC.

Louie drops down on a ZIP LINE.

SCROOGE
Louie? What are you doing here?

LOUIE
I'm here with a deal.

SEAMUS
No deals.

LOUIE
You haven't heard my offer. If you release Uncle Scrooge, you can have every bit of gold in his Money Bin.

SCROOGE
Ignore him. He's mad.

SEAMUS
All of it?

LOUIE
Yep.

SCROOGE
LOUIE! Now I'm mad.

SEAMUS
To be the leprechaun who got Scrooge McDuck's entire fortune... that would make up for years of failure and mockery.

SCROOGE
No!

LOUIE
Uncle Scrooge, the most important thing in life is not gold.

SCROOGE
Are you sure you're related to me?

LOUIE
It's the only way to save you.

SCROOGE
(to Seamus)
It's not his money to deal away.

SEAMUS
He's your blood kin. Leprechaun law applies. No takebacks.

He thrusts his hand out to shake on it.

EXT. MONEY BIN - SUNSET

ESTABLISH THE GIANT MONEY BIN perched atop the hill.

AT THE DOOR - Seamus drags the shackled Scrooge, with Louie following behind. Seamus caresses the door.

SEAMUS
Every biteen of gold inside will be
mine.

He turns and SNAPS his fingers, and the SHACKLES on Scrooge's wrists POOF away.

SEAMUS (CONT'D)
Open your bin, Duck.

Scrooge reluctantly taps at the KEYPAD.

SCROOGE
This is insanity. Trading my
fortune for my life! I'm not worth
that much! Well, technically that's
the exact definition of my worth.
But you know what I'm getting at.

After a series of ELECTRONIC SOUNDS, the door UNLOCKS with a CLANG. Seamus rubs his hands together greedily.

SEAMUS
The McDuck Money Bin is legendary.
They say it holds so much gold that
you can swim in it.

The door swings open, Seamus makes a running leap, like he's going to dive into a pool. A beat after he leaves frame, a SICKENING THUD.

INT. MONEY BIN - CONTINUOUS

It's completely EMPTY! Seamus is on the floor in a painfull fall twist.

SEAMUS
(pained)
Savages.

Huey, Dewey wait inside with Gyro, who stands next to a RAY GUN CONTRAPTION that's as tall as he is.

HUEY
Usually you can swim in it.

DEWEY
Today. Right now. No.

Gyro proudly pats the device.

GYRO
Matter Transporter. Works like a
dream. Good-good.

Scrooge wraps his arms around the contraption.

SCROOGE
I love it almost as much as I love
me money!

SEAMUS
But... the deal...

LOUIE
You get every bit of gold that's
inside the Money Bin... Which is
none.

SEAMUS
You, the one they call Louie... You
tricked me.

SCROOGE
Takes after his grand uncle.

Seamus STOMPS his feet and VANISHES in a burst of magic.

DEWEY
Not only were you right about
leprechauns being real.

HUEY
But you got one really mad at you.
I mean, the rest of your life
you're gonna be looking over your
shoulder. That little dude is gonna
want revenge.

LOUIE
Not sure if that's a good thing...

SCROOGE
Nonsense! We'll be ready for the
lot of them! Hoot mon!

As Uncle Scrooge wraps an arm around Louie:

FADE OUT.

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

DEWEY CHARACTER BIT

DEWEY glances down at a GLASS filled halfway up with liquid.

DEWEY
"Is the glass half full or half
empty?" Pretty obvious. Half empty.
I mean, at least, half.

He gets close to eyeball the glass.

DEWEY (CONT'D)
Actually, I'm going with 51.0378%
empty.

He frowns at the glass.

DEWEY (CONT'D)
Wouldn't shock me if it was
actually evaporating as we speak.
Getting lower and lower. Until...
nothing.

He whips out a NOTEBOOK and starts jotting something down.

DEWEY (CONT'D)
I should document the descent into
nothingness.

LOUIE CHARACTER BIT

LOUIE glances down at a GLASS filled halfway up with liquid.

LOUIE
"Is the glass half empty or half
full?" Half full! Look at it.

He gets close to the glass and smiles.

LOUIE (CONT'D)
Know what? It could be completely
full. What if the top half is like
invisible or something.

He looks around.

LOUIE (CONT'D)
Gotta show this to my brothers.
(enthusiastically calling)
I found some kind of magical
invisible stuff. Plus some regular
stuff. But I'm really excited about
the magical stuff. Guys!

HUEY CHARACTER BIT

HUEY glances down at a GLASS filled halfway up with liquid.

HUEY
 "Is this the glass half full or
 half empty?"

Beat. He chugs down the glass.

HUEY (CONT'D)
 Empty now. Doi. Was I not supposed
 to drink that?

He looks suspicious.

HUEY (CONT'D)
 Do we need to call Poison Control?
 Uncle Donald's got it on speed
 dial. Last time was pretty nuts. My
 mouth was foaming. My brothers
 swear my face was purple. Not kind
 of. Full on purple. If that happens
 this time, would you take a
 picture? Thanks.

He's lost in thought, imagining what he'll look like.

HUEY (CONT'D)
 (to himself)
 This is gonna be wicked cool.